

GREY WORLDS

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Derek Garrison
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"BECAUSE LIFE IS NOT ALWAYS BLACK AND WHITE"

GREY WORLDS

"Because life is not always black and white..."

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PROPER CHANNELS

some verbage from our publisher

Congratulations to all of you who made it into *RMCV*. It should be on the store shelves by the time you receive this. *RMCV* is by far (in my humble opinion) the best *Companion ICE* has ever published. Every list in the book was play-tested to some degree. Every rules option was heavily scrutinized. There was much yelling, stomping, and fist pounding among the editing staff, and there were even some hurt feelings. But we are proud of *RMCV*, and hope that you will be too. However, even though we tried to ensure the book was error free (yeah, right), there still remain some minor glitches. To correct this, we will be sending you the official errata for *RMCV* with your next issue. None of the changes are major, but they will clear up some disorganization.

Monte Cook submitted a column called *News From The Front*. If you read nothing else in this issue, please read this and respond. It is definitely time for your voice to be heard. Address your letters to Monte Cook, c/o Iron Crown Enterprises, Inc., P.O. Box 1605, Charlottesville, Virginia 22902-1605. Or call him directly at (814) 295-3917 or (804) 295-4280. *Let I.C.E. know what you want.*

As I mentioned in #8, *Grey Worlds* will have its own booth at GenCon '91. If you're there, come on by and say hello or cuss me, I'll be happy either way. Oh, and if you renew your subscription at our booth, you'll be eligible to win a *Bladestorm* boxed set and/or a copy of *Rolemaster Companion V*.

Lem Richards



CRITICAL DECISIONS

some verbage from our editor

Maybe it's true. Maybe there are no new ideas. But there are certainly a lot of old ones that are worth a second look. These concepts keep surfacing from time to time in literature, in movies, in gaming, in any medium whose stock in trade is the innovative idea.

I do not in any way condone or pardon plagiarism (I think outright idea theft is inexcusable), but there are many ideas and inventions first espoused in literature which simply fit too well into a fantasy or SF gaming milieu to be ignored. And there's nothing wrong with that—to a point.

Let's face it. Who among the GMs out there hasn't 'borrowed' an idea, a magic item, even a campaign plot at some point (show of hands, please)? But still, I find it disturbing when someone glances at an article in *GW* and says knowingly, "Oh, I know where he got *that* from."

Well, maybe he did. But a great many ideas from other sources translate well into gaming terms. *Cyberspace* credits the works of Isaac Asimov, John Brunner, Arthur C. Clarke, Philip K. Dick, William Gibson, Timothy Leary, John Lilly, Bruce Sterling, and Alvin Toffler in its conception and design. And no one has, to my knowledge, criticized Tod Foley or anyone at ICE for use of either the Cyberdeck or the dark, future Earth found in much contemporary fiction in ICE's *Cyberspace* products.

The solution? *Give credit where it is due.* *GW* has seen ideas in its pages inspired by a number of sources, ranging from *Dune* to Stephen Brust's *Jherag*. And when an idea is truly new and different, such as the Cyberdeck, a GM considering utilizing the idea is often aided by referring to the original source material. What GM could truly describe *Cyberspace* effectively without being exposed to William Gibson's poetical journey *Neuromancer*? Who could appreciate the raw, churning power of the *Earthblood* or the brutal majesty of a legion of unwashed orcish soldiers without having read *The Illearth War* or *The Return of the King*?

The opening credits of *Cyberspace* state, *This work is humbly dedicated to the monumental thinkers and futurologists whose tremendous insight and profound knowledge of human nature made it possible...* Let's not forget those who came before us, whose infinite reservoir of ideas we all draw from occasionally. Give credit.

Ross Henton

MOREMASTER

some verbage from our associate editor

We see a lot of new spell lists in the *Companions* and in *GW*. Some are good and some, as the elves would say, need a few more years. What makes a good spell list? Here's some questions to ask that will help decide if a spell list is ready to be published or added to your campaign.

Is it new or different? Does it cover new ground or have some interesting background (like *Earthblood's* Ways and Earthnodes)?

Is it fully explained? Spell Triggers from *RMCI* is a neat list, but it doesn't tell if they can be cast on a person, how to resolve the effects of the magic when it goes off, or how many triggers can go on one object. I've seen little things like these cause major arguments and waste good gaming time. Options are a good way to explore fully a list's possibilities, but be sure to explain fully the main way the list is to be used.

Does it mesh with core rules? Does the list overshadow an old list or use radically new game mechanics? If it makes a core rules spell list or profession obsolete, then it might need some more refining (limitations, requirements, tighter focus, better balance).

Does it have too many absolutes? Automatic success can take the fun out of a game by removing the element of risk. A spell that detects all unauthorized beings that enter a camp reduces the possibilities. A spell that keeps sentries awake while on duty and adds +25 to their perception rolls adds to the element of risk.

Has it been done before? If it's been done, then it needs to be considerably better (easier to use, clearer, more interesting, better balanced) than the old list to be worth making the change.

Which realm does it belong to, and in which category does it fit? *Spell Law* provides some good examples of how each realm is different and what type of spell lists belong in each category. This can take some careful thinking.

Is it too powerful? Some of the Enhance Elemental lists in the *Elemental Companion* will totally unbalance a normal campaign (i.e., +30, double criticals, 3.5 times area, 3.5 times damage *Fireballs* at 12th level). What is the point in playing a fighter or anyone else if an Elementalist can throw that type of power around? Most of the *EC* material needs to be used where most if not all PCs are elementalists, as a coherent whole, and for a specific campaign effect. The Deity-granted lists in *GW* are extremely powerful, and really don't fit in any of the normal categories of the *RM* spell lists. But because they fit the nature of the deity and are granted for only a limited time, they provided the right feel for the 'Holy War' campaign we were in at the time.

Is it balanced? The Warrior Mage's base list Elemental Ways is a compilation of the Magician Lists Fire, Earth, Light, Ice, and Wind Law. This list covers much ground, but it is tightly focused on battle magic, and all of the spells are a few levels higher on the list. The list also has none of the higher elemental magics like the various *Triads*. The Warrior Mage is never going to be as powerful an elementalist as the Magician, but he only has to learn only one list. The list (and the profession) is a good example of a balanced concept.

Has it been playtested? Playtesting will answer many of the above questions. The best way to playtest a list is to give it to a group that knows nothing about the it (a blind test group), and see how they

use it and what questions they ask after they are done. You'll be surprised at how you are interpreted and what you missed.

Finally, the real question is: how fun is it, and will it add to a campaign?

David Blank

IN OTHER WOR^LDS

Why don't elves build jet engines?

Let's start with a simple fact. Since they do not age, Elves can live a long, long time. With many passing years fey folk gain wisdom and experience. This great wealth of knowledge is not lost with the passage of a mere century; they are unlike Humans who shrivel and die. Elvenkind are always in their prime of life and ever eager to learn more. They love to seek out, name, and classify things; a race of spell-casting philosophers, artists, and artisans. The question then arises, "Why don't Elves develop awesome technology?"

No doubt, many Elves are born with great genius. At least a few would end up living for dozens of centuries. What if some Elf as clever as Newton, Einstein, or Edison, or Ford devotes his life to invention and experimentation for several thousand years? What could the Elf accomplish? One might expect advanced civilizations based on all manner of technology. However, in most fantasy campaigns elven societies tend toward traditional (primitive) values and limited mechanization. Even mortal Dwarves employ more sophisticated gadgetry than their elven counterparts.

The answer must be that elven culture is biased against the development of a material technology. Clearly Elves do not value technology in the way our society does. Instead, we find (through numerous literary sources) that Elvenkind has a great love for the arts, scholarly pursuits, fine craftsmanship, magic, and nature. There is no social or cultural impetus to create machines to do work.

Several historical parallels come from our world. Consider ancient Greece. In many ways Greek achievements equalled or exceeded our own: in architecture, sculpture, philosophy, and literature. But, similar to elvish society, they placed no emphasis on machinery. For example, the Greeks developed a working steam engine (Hero's *Aeropile*), and what did they do with it? They exhibited it at festivals as a curiosity. With geometry and other advanced mathematics they built great temples but never reached for the stars. In other words, their culture had the tools to create machines, but not the motivation. Similarly, China—the most advanced society on earth for several millennia—had gunpowder for centuries but used it only in fireworks.

OK. So what's the point of this entire lecture? Its just to make GMs aware that different cultures have different values; this applies just as much to fantasy worlds as our own. Such bias is reflected in everything we (or PCs and NPCs) do with our lives. Unless a GM is looking for trouble, he should run his campaign with this in mind. You probably don't want to worry about pistol-packing Pixies running around after one elvish PC has devoted 10,000 years of intensive research to the subject of munitions. It's just not in the Elvish nature. Besides, magic is more fun.

Tim Taylor

NEWS FROM THE FRONT

Grey Worlds is a lot of things, and one thing it can and should be is a forum to voice opinions, ideas and concerns. As *Rolemaster* Series Editor, I get occasional feedback on what people like and dislike in *Rolemaster*. But even this information is usually received second hand or is inferred from questions that people have or sales figures as they come in. For example, judging from the number of questions that I receive regarding the *Elemental Companion* (maybe someday I'll publish some errata for that in this magazine), I know that a lot of people have purchased it and are using it or are at least trying to use it. Now, that tells me a lot of things. It tells me that *RM* players are interested in new things, and particularly new ways of doing old things.

However, sales figures and other sources are not enough. I need to know what people think about our products, about the material, and I need to know what people want to see. If you, as a *Rolemaster* player, want to continue to see quality products and useful, interesting things, you've got to take it into your own hands to do something about it. If we've published things that you don't like, you especially need to do something about it. One thing that you can do is write to me and let me know your opinions. I can promise you that any such letters that you send will not only be read and appreciated, but your ideas might very well be acted upon. If a number of people wrote to me and said that they wanted another say, *Rolemaster Heroes and Rogues*, then it would certainly come out. I am also very interested in finding out why your friends, who are still playing *D & D* (or whatever) won't play *Rolemaster*. What do we need to do to change?

Alternatively, you could use *Grey Worlds* as a forum to voice your opinions and concerns. Certainly we at Iron Crown read and carefully consider everything that is printed in these pages.

Lastly, if you want to see material published for *Rolemaster* like YOU would do it, then submit your material. We are always looking for new stuff. Right now, I would love to see some material for an *Oriental Companion*, another *Creatures and Treasures*, and general *Rolemaster Companion* material, particularly material which is very flavor oriented such as the Magic Rituals in *RMCI* or the Omen guidelines in *RMCI*. If I received enough material to publish some sort of *Rolemaster* product every month, I would. The amount of material published is directly related to the amount of material that is submitted to us.

Recently, the editor of the Hero Games line here at Iron Crown left to pursue a different career. I took over his line, and discovered that an incredible number of people write in for Hero writer's guidelines, or send letters of feedback regarding newly published product. I have to wonder, why don't people do that for *Rolemaster*? This year has seen the release of more *Rolemaster* products than any other year (and the year's only half over), so there have been plenty of new things to form opinions about. But those opinions will never be acted upon unless you let me know.

At the very least, if you go to Origins or GenCon, stop by the ICE booth and talk to me about your concerns and ideas. I want to make sure that *Rolemaster* is the game that its players want it to be.

Shameless Plug: For those of you who haven't seen it, *War Law* is finally out. By the time this sees print, *Rolemaster Companion V* will be published, and *Sea Law* will be coming soon. Frighteningly enough, some work has already been done for *RMCVI*, so if you have something to submit, get it in...

Monte Cook

GREY ANALYSIS

Grey Analysis is an open forum for the readers, contributors, and staff of GW to air opinions, and debate rules and material appearing in GW or the various products of ICE. Although many of the arguments taking place in this section are both interesting and constructive, more than one complaint has surfaced concerning the debates spreading out over several issues. Due to GW's quarterly publishing schedule, debates lasting several issues often concern material run months (or in one case, over a year) past. As one reader put it, "...I hope this doesn't lead to GW's becoming a forum for endless, niggling argumentations or an arena where authors flaunt their egos at one another!" Consequently, we're going to have to call an end to the 'rebuttals to rebuttals' referred to below. Please continue to write in with your comments, suggestions, and problems, but let's keep the debates moved up to a timely basis. RH

Thanks for all the comments, suggestions, and constructive criticism to our work. *Keep them coming..* Anyone else who uses our material, or even has strong feelings regarding it, is invited to make their opinions known. Constructive criticism is greatly appreciated as it helps us to improve the quality (and quantity) of our work. Criticism without reason for it is useless to everyone as it wastes space on the printed page, the reader's time, and contributes nothing. And so, once again, please keep us apprised of your opinions, ideas, or insights associated with our work.

We would like to speak to several topics:

Regarding the Materials Integrity Rules, by Ross Henton & Lem Richards:

Good work. Have you ever had a need that you weren't aware of till it was filled? That expresses our feelings for the MIR. There are always times when a character is in a bad situation and needs to cut through 25 feet of solid granite to emerge alive; now we can quantify exactly what's necessary. Now, what about the Breakage Factors to be assigned to the materials when a weapon or tool is used against it. When does the weapon or tool break?

Regarding Development Intervals, by Todd Whitmore:

Once again, Good Work. This option is interesting in that it allows characters to progress at a steady pace rather than in leaps and lulls. A player in our group, who was ignorant of these rules, overheard a conversation and said that 'that constancy of improvement is one of the things which made Runequest his game of preference'. Thus does another reason to play another game bite the dust.

Now to begin our responses;

Regarding Tim Taylor's critique of the Power Meditation skill, there was a slight oversight, so 'Yes, Tim, power point multipliers may (or may not (GM's option)) affect secondary PPs.

Regarding Tim's 'Trip' #5 of the Spell User's Tips article. Tim, apparently you see spells from the literalist point of view, and though there is nothing wrong with this, we perceive the spirit of *Rolemaster* spells to be more along the lines of player creativity (conceptual). We'd like to stress that spells were meant to have flexibility, not merely be 'black and white', and that if the GM allows the *Stonewall* spell which doesn't have something specifically stating the impossibility of casting it unattached to a surface, then it should be possible. Note: This doesn't mean it is easy to cast the spell in this fashion, as it would probably require the use of Spell Mastery: Stonewall and Targeting: Stonewall skills. Spell lists looked at literally would bring about the need for infinite spells. For example, a Fly spell is obviously meant to work in air. Does that mean that it won't work under water (same gravity, different medium)?

Regarding Lem's critique of the Fate Point concept:

Most of your concerns seem to revolve around the point that a character may re-roll any (and all) rolls which are distasteful to him. Quite the opposite is true. In our game, an average 1st level character starts the game with 2 fate points (these are given freely by the GM) and gains no more without accomplishing some great feat of daring or bravery. These 2 fate points must last a character through his lifetime, and are hardly enough to tip the scales of Fate in his favor against any one foe, much less all of them. Remember, once these points are used, no more are gained without great actions (subject to the GM) being performed.

Concerning your first point: Remember a GM isn't a character's nemesis, rather he's an adjudicator of the reactions of the world to each character and their actions. So a character dying or not dying shouldn't upset game balance in a campaign, unless that character's death is a hinge-pin for the adventure, campaign, or milieu. If the character's death is a hinge-pin, then the GM wouldn't be rolling dice to determine the character's life or death anyway, would he? O.K. the character returns to fighting the ten Type V Demons and the 300' Megadrake and, since he just used his last (zealously guarded and hoarded) fate point, his next critical is fatal. Fate points weren't intended to always help characters out of difficult situations (this is reflected by their paucity), but rather to aid them in a couple of situations over a character's lifetime.

Of course, what's good for the characters is good for the few truly great foes they face (in the form of negative fate points from the characters (foolish enough to warrant them)). Good play may be rewarded with an additional fate point and bad play may be punished with fate points being subtracted, even to the point of going negative.

Oh! That really great hit! A 175 yields a 100 'E' Annihilation Critical. The critical is re-rolled (but not the original 175 attack roll so the 100 hits are still taken) and it may be nothing, or it may be even better than the critical it was rolled to replace (remember, the re-rolled critical is still an 'E' Annihilation Critical, so if the lowest 'E' critical on that chart is vicious, then the character is still going to get a wallop).

Concerning *Rolemaster*'s handling of luck. It doesn't exist, unless you count the recent addition of the Luck stat. The Open-Ended Roll doesn't involve luck at all; instead it covers the natural extremes of a person's skill (from the low end of Fumbles to the high end of 100+), the vagaries of environment, location, orientation, circumstance, etc. Luck is an influence outside of and

separate from any of the factors mentioned above and as such is not taken into account by the Open-Ended Roll.

Opportunity Gained:

Sadric, the mage, was recounting his adventures to Admir, a local yokel over a mug of home-brew.

"My friend, Aubec, the dwarf, very nearly lost his beard in combat with a Phoenix," said Sadric, "but he avoided that mishap by using his last Fate Point."

"That's good," replied Admir.

"No, that's bad, because in the very next fight Aubec lost his leg to a hideous beast called a Mastiff Chomper," extolled Sadric.

"That's bad," replied Admir.

"No, that's good, because after a short search, Aubec replaced his lost leg with a hollowed wooden one," stated Sadric.

"That's good," replied Admir.

"No, that's bad, because the entire party was arrested for smuggling and sentenced to death," remarked Sadric.

"That's bad," replied Admir.

"No, that's good, because..."

My point is this: An opportunity missed may be another opportunity gained. Conversely, an opportunity gained may mean another opportunity missed. It just depends on your frame of reference. One may not just delineate the loss of an opportunity as something bad, it may actually improve things in the long run.

The characters can extend themselves a little more, the GM can be a little more devious, and the players can have a little more fun.

Who's to say that Dr. Martin Luther King didn't avoid an earlier assassination attempt through the use of a Fate Point. Did Abraham Lincoln use them to avoid death as a child? Did Kennedy use his up in the Bay of Pigs fiasco? Who knows? These people did what they did regardless of fate, luck, kismet, or any other influencing factor. They did what they did because of their desires, they took no account of luck, rather they counted on their skills, resources, etc.

Luck on demand is the only way to handle 'forces outside our ken'. How else are we to handle it? What good would your random luck be to you while you are asleep, while you are walking down the path, etc. Luck's only relevance is when it may have meaning.

P.S. Help, anyone!—Please send *Grey Worlds* any questions, comments, and ideas for *Spell User's Companion* involving spells, spell-like effects, magic items, and even the magic system in general...anything you'd like to see?

Joseph B. Daugherty, Daniel A. Whiteside, Tim Wyrstek

I see a trend in *Grey Worlds* (and in *Rolemaster*, for that matter) that I wish very much to avoid. The trend is imitation of *D&D* from Lake Geneva, WI. I left *D&D* for *Rolemaster* because *D&D* made absolutely no sense to me. Nothing held together logically in that system. *Rolemaster*, on the other hand, had a logical reason for everything it did. I loved it from the moment I first read the rules of *Character Law*.

With all that *Rolemaster* has going for it, why would anybody want to introduce imitation rules from other systems? I refer specifically to the "Arcist" in *RMCI*, the *Dancing Lights* spell in one of your Arcane lists, the rules for *Psifire*, and the Undead Turning skill you introduced. That skill even had a footnote which read, "...for people who know and love *D&D*." Give me a break!

Rolemaster was designed around two concepts (my opinion):

1. Spell casting is the result of magical energy which has been harnessed. Spells occur in lists based around a single concept which have been researched by competent casters (hopefully!).

2. Skills are learned individually but occur in groups of similar abilities. People who specialize in a certain group of skills eventually form a profession (if enough people follow that training).

D&D violates all that is logical about fantasy roleplaying. Read Professor Tolkien's essay *On Fairy Stories* and study up on the concept of the secondary reality. **Rolemaster** does just fine in creating secondary reality without the so-called "help" of *D&D*. *D&D* could not find secondary reality with a road map.

Ward Miller

*The Staff at Grey Worlds generally agrees with everything you said (except in regard to **Psifire**, which is unique and designed to be an original psion system for **RM** that isn't a clone of the magic system—no matter how excellent a system it is). We can only try to make sure all of our work is internally consistent, and meets the highest possible standards.*

*I personally feel that for a campaign to work it must be internally consistent and true to itself. Inconsistencies keep me from losing myself in the game and quickly take away from my enjoyment of it. A good game system aids the GM in creating a reality to share with his players, while a bad one hinders him. When I run or play, I want realistic fantasy, and you're right, *D&D* generally couldn't find it with a roadmap and a cane.*

*However, **GW** is a fanzine, and as I have said before it was intended to be a forum for gamers by gamers. We take great joy that now the majority of each **GW** is the work of our readership. We have also run and will continue to run material that we would personally never use as GMs or even as PCs. The requirements for material submitted to **GW** include that it be clear, sound material that at least part of our readership would enjoy and be able to use, not that it meets our personal approval. We can't stand in judgement on the content of our submissions without losing our original purpose.*

***GW** can only try to be a source of fresh ideas, source material, and view points for our readers. Considering the volume of fantasy gaming material out there, totally new and original material is hard to come by. If some RPGers like what they see in another system and wish to share it with the rest of us, then all the better.*

*I'm glad to hear your opinion, and second your call for **RM** material that continues to able to create it's own reality. Anyone else like to comment?*

*Note: 'I' refers to my own personal opinions, while 'We' refers to the staff of **GW**. David Blank*

About the artwork — I enjoy illustrating for **GW** and have had the pleasure of seeing my work reproduced in a high-quality fanzine. I want to encourage others to send in material; even small sketches or doodles can make interesting "filler" pieces. If one's ambitions are to be a published artist someday, a fanzine such as **GW** is great way to hone talent or explore new styles. I also want to mention copyright-free books of illustrations which provide wonderful sources for inspiration. It's not unethical to make clear xerox copies of interesting pieces and submit them to **GW**. (Ross is desperate for artwork!) Just be sure the book states clearly that the contents are copyright-free. (Dover Books publishes quite a few of these.)

In general, I think there is room for improving the quality and quantity of art in **GW**—but that means more readers (or friends and relatives of readers) need to submit material. One gripe I have...I find sexist art (as seen in earlier issues of **GW**) offensive, no matter how well executed (scantily-clad women with a "come-hither" look). Fantasy art is much more than sexual innuendo. Some recent art could benefit from more attention, shading, detail, etc. but I think this is OK. **GW** is, after all, a format for all fans to express themselves.

On Grey Analysis — I think that constructive commentary about other's work is always useful, both for readers and authors. But rebuttals of rebuttals becomes absurd and pointless, sending readers back two issues or more in hopes of figuring out what is going on. Grey Analysis should not become an arena for a giant clash of egos or for personal attacks on others. I am not saying this has happened...yet, but I see the potential for it. Let's make suggestions for improvement, where such exist and leave it at that.

Speaking of suggestions — many spell lists in **GW** #8 show promising ideas but upon close examination lack focus, internal consistency, and appear to require extensive revision. Adventure Law consists of a jumble of unrelated spells which has limited utility outside a dungeon campaign. The list seems to be designed solely for the benefit of adventuring PCs who need magical shortcuts to do the dirty work for them. It's unbalancing to include the most useful effects from a dozen spell-lists in one. Arcane Healing shares this same problem. Furthermore, it makes no sense to include a 30th level spell which heals all concussion hits, while omitting any low level spell such as *Heal 1-10*. There seems to be redundancy in the effects of the 2nd and 3rd level spells—one of these could be replaced with a *Heal 1-10* spell. Stun at 25th level deserves to be a much lower level spell, while *Remove Curse* really has no place on this list.

Battle Law has promise, but spell effects are ambiguous or unexplained. What is the actual effect of *Leadership* or *Tactics* in game-terms? Does it provide a bonus or automatic success? The author of a spell list should never leave this much up to the GM. As in the spell *Signal*, 6th level...this spell allows caster to communicate in a primitive way (i.e., smoke signals, flags, trumpet blasts, etc.). How is this any different than actually blowing a trumpet or waving a flag? What advantage is to be gained casting this spell? Other than being somewhat perverse, Cruelty Ways contains several low-level spells with potentially deadly effects. The third level spell *Ache* causes 1 round of stun per level of caster. Using *Arms Law* optional rule 9.10, an unconscious state could easily result. *Torment*, causing bleeding at 1 hp per round, could kill a restrained victim.

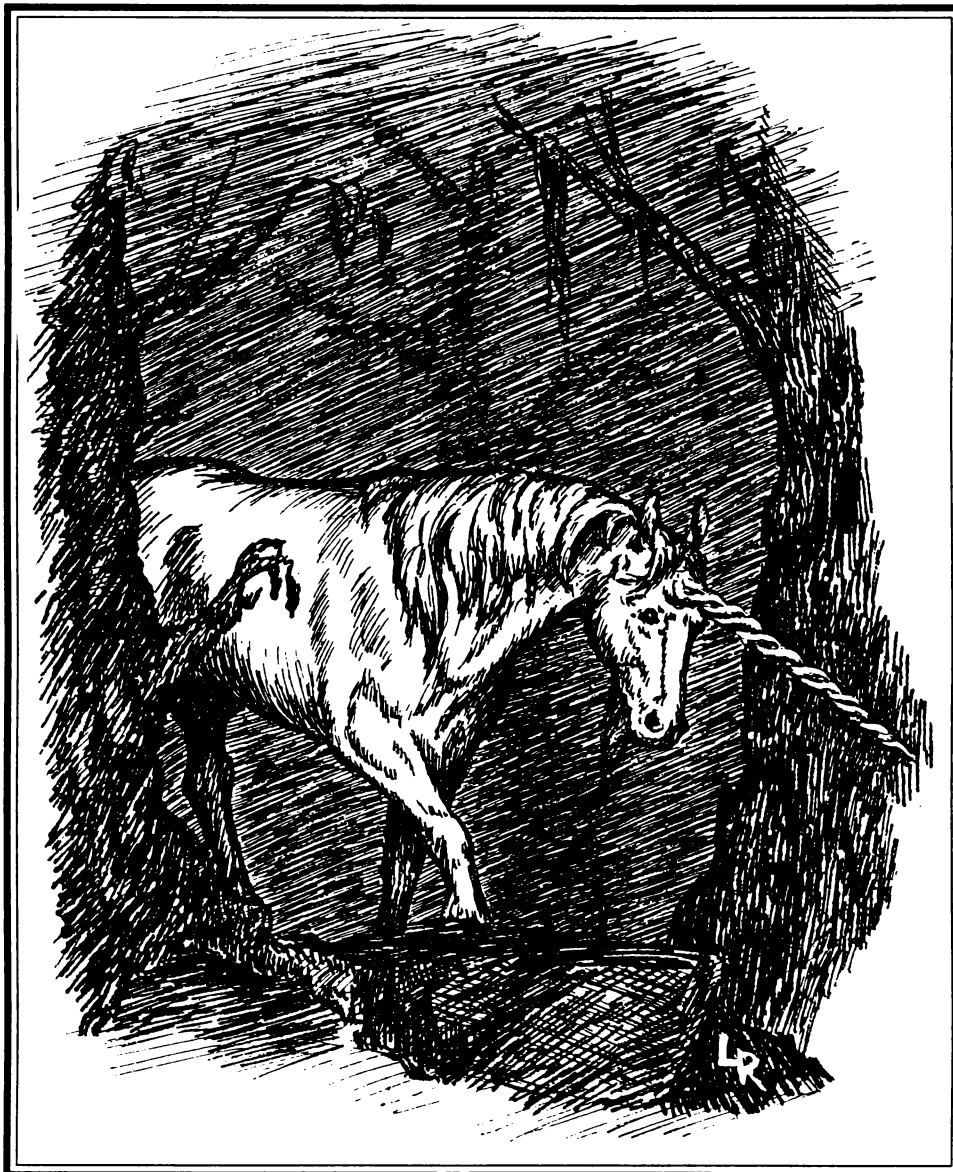
Fortification Mastery has some good ideas and the basic concept seems sound. Magic Defense and Survival Ways present a new and troubling trend in spell list structure. Essentially, they have nearly twice as many spells as a normal list, but at the same cost! If the author has this many ideas, he should design two lists rather than cramming everything into one. Again, these spell lists use the best of many existing lists, making them too powerful for most campaigns.

Urban Ways exhibits several glaring problems in spell list design. For example, the first level spell *Lock/Unlock* (automatically opens a normal lock) is more potent than the equivalent 25th level spell *Lock Mastery* (90% chance to open a lock) from *Unbarring Ways*! When designing any list, the author should compare established spells from the core material (e.g. *Spell Law*) to similar spells in his new list. It is clearly inappropriate to run a 25th level spell as a first level spell, regardless of the list. The game system must maintain an internal consistency. The 6th level spell *Picks* adds +25 to created thieves picks and tools. One must wonder—why spend 6 pp and get a mere bonus, when the first level spell automatically opens locks? This looks like the author didn't take time to place spells in proper order.

Weapon Mastery is an interesting concept, but it undermines the entire premise that weapons are costly and difficult for mages to learn to use. Why invest 9 or 20 development points in a weapon skill rank when the spell list is so much cheaper? Wyrd Mastery has potential but, especially at higher levels, it really loses the flavor of other spell lists and becomes an exercise in manipulating game mechanics. For me, this list lacks that "magical" feel. I especially have problems with spells that change die rolls such as *Fortune*, *Fate*, and *Boon*. The 20th level spell *Favor* might as well be called *Summon Deity*! This is far too powerful for a 20th level spell. Besides, what deity would bother with such an impudent character? The spell would probably just anger a god, resulting in lightning bolts from above!

In conclusion, it appears that some recent GW material lacks that final "polish" which one expects in published work. Perhaps the editing process should be more thorough, with the editors returning poorly designed submissions for revision by the author. Or perhaps the authors could rework their material (after receiving criticism) and resubmit it in a final form. The ultimate goal should be the dissemination of balanced, well-designed gaming supplements that can be used without extensive overhaul.

Laura Reutter



PANDORA'S BOX

OLDE TYME ITEM SHOPPE
MAYK EYETUM, PROPRIETOR
CHOICE ITEMS FOR THE DISCERNING ADVENTURER

"... and here we have one of the finest selections of missile weapons to be found anywhere", puffed the fat shopkeeper, pointing with a stubby finger to a shelf. "No other shop can compare to the variety and quality of long range weapons that is to be found under my humble roof", Mayk furthered, despite your obvious wince. In preparation for yet another apparent exaggeration, Mayk took time out for an enormous breath. By now, learning to mostly ignore the profusely-sweating shopkeeper, you peer over his head and catch sight of the admittedly fine weapons at hand.

Fustibal - Ordinary steel shod quarterstaff, with sling mounted on one end. The length of the staff gives the caster extra force in the cast of his stone. Attacks made with this sling are resolved on the sling table, with an additional +20 bonus (bonus is innate to the weapon and is cumulative with any other weapon bonus). All range categories are increased by 20 feet. May also be used as normal quarterstaff. - Cost 10bp - Weight 4-6 lbs.

Handle Sling - Ordinary baton, with sling mounted on one end. The length of the baton gives the caster extra force in the cast of his stone. Attacks made with this sling are resolved on the sling table, with an additional +10 bonus (bonus is innate to the weapon and is cumulative with any other weapon bonuses). All range categories are increased by 10 feet. May also be used as normal club. - Cost 95cp - Weight 3-4 lbs.

Spring Bow - Missile weapon which uses a powerful spring to power the bolt instead of a bow. The spring bow is in the form of a pistol, with a clip of bolts set before the trigger. Does damage on the light crossbow table, with all ranges the same. The spring bow is capable of firing 2 bolts per round (changing clips takes 1 round, and reloading clip takes 5 rounds). Each clip contains ten bolts. - Cost 5gp - Weight 5 lbs. (extra clip. - Cost 5sp - Weight 1 lb. (empty))

Prodd - An ordinary light crossbow which fires stones instead of bolts. The bow string is doubled, with a pouch in the center for the stone. Resolve all attacks on the sling table with a +10 bonus. All range categories as per light crossbow. Ammo everywhere! - Cost 15sp - Weight 5-9 lbs.

Bowstaff - Specially treated longbow, which remains in a straight "quarterstaff" form when unstrung. When strung, may be used as ordinary longbow. When unstrung, may be used as normal quarterstaff with no adverse affects to its bow capability. - Cost 20sp - Weight 3-4 lbs.

Doyko - A repeating crossbow. About the size of a light crossbow with a bolt magazine set on top behind the bow. All damage and ranges as per light crossbow. Fires 2 bolts per round. Magazine holds 10 bolts, although 15 and 20 bolt magazines are available. - Cost 25sp - Weight 6-10 lbs. (empty)

10 bolt magazine - Cost 5sp - Weight .5 lbs. (empty)

15 bolt magazine - Cost 10sp - Weight 1 lb. (empty)

20 bolt magazine - Cost 15sp - Weight 1.5 lbs. (empty)

Bow String - Extra replacement strings for bows. Replace strings when broken, lost, or stretched. - Cost 5cp - Weight NA

Crossbow Wire - Extra replacement wire for crossbows. Replace strings when broken, lost, or stretched. - Cost 1bp - Weight .25 lbs.

Silk String - Especially strong and water resistant bow string. Made from woven silk. The silk bow string is unaffected by moisture, and may ignore any one breakage fumble to the string or any one normal breakage factor roll. - Cost 1sp - Weight N/A

Wrist Sling - Small sling/bow-like device which unobtrusively straps to the users arm in a "fold-down" position. The wrist sling may be quickly unfolded for use from the wrist. The weapon is powered by an elastic band made from the resins of a tropical tree. Damage and range factors are as normal sling. Less room for use is required than for normal sling. - Cost 10sp - Weight 3-4 lbs.

Yumi - A type of longbow. The Yumi is about seven foot tall with the grip set two thirds of the way down the shaft. Unusual grip set allowed this weapon to be used from a standing, kneeling, or horseback position. All damage and ranges as per ordinary

longbow. - Cost 15sp - Weight 3-4 lbs.

Pellet Bow - A bow which fires stones or pellets instead of arrows. Resolve attacks on the sling table with a +10 bonus. All ranges are per bow type possessed. Both the bow and the bow strings are made specifically for stones. - Cost 1.5x normal bow cost per type. - Weight as bow type

Chuch Shih - Small bronze thumb ring. Used to draw bows with the thumb technique. Thumb draw allows for a greater draw, which in turn sends the missile a greater distance. When using any type of hand drawn bow (not crossbows) with the Chuch Shih, increase all range categories by 5 feet. - Cost 5bp - Weight N/A

Joseph B. Daugherty and Daniel A. Whiteside



SEMI-ARCANE USERS

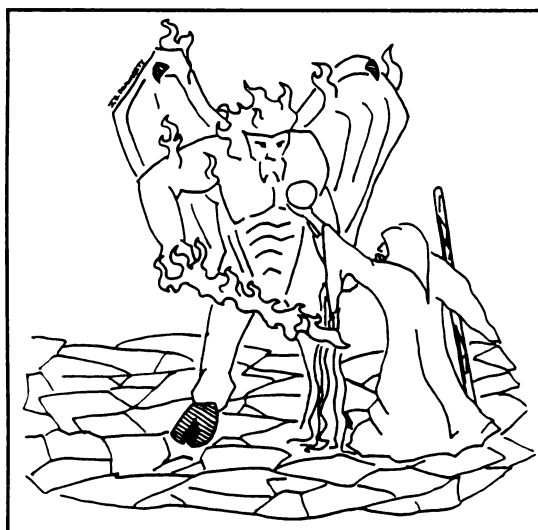
This option allows players to create a semi spell-user whose primary realm is arcane. A player who uses these rules will be using a variation of the variable professional realms rules (*RMCII*, Sec.2.5). The player must choose a semi spell-user type who is to be the base for the semi arcane-user. All development point costs for the profession will remain the same, except for spell list acquisition costs (in which case the following table will apply).

SEMI ARCANE USER		
LIST TYPE	PORTION TYPE	DP COST
Base, Own	A	—
	B	8/*
	C	—
	D	8/*
	E	8/*
Open/Arcane, Same Realm	A	8/*
	B	—
	C	8/*
	D	20
	E	40
Closed, Same Realm B	A	16/*
	20	—
	C	16/*
	D	60
	E	—
Base, Not Own, Same Realm C	A	40
	B	—
	—	—
	D	—
	E	—

The new profession retains all base spells as base spells, and all arcane lists cost the same as open lists same realm. In addition, the semi-arcane user may now purchase spells from any realm with costs as per table.

For example, an Arcane Monk would be a monk in all respects save one: his spell list development costs would come from the Semi-arcane users chart.

Joseph B. Daugherty and Daniel A. Whiteside



ARMS MASTER

The Arms Master is a semi-spell user combining arms and mentalism. His base spells deal with all aspects of military life, from improving his skill at arms to organizing an efficient camp. He can be any sort of fighter type from a common soldier to an empire-crushing general. His prime requisites are Strength and Presence.

ARMS MASTER BASE SPELL LISTS

Battle Trance

Warriorblade

Encampments

Marshal Law

Commands

Weapon Skills: 2/5, 3/8, 4, 4, 4, 6	
Maneuvering in Armor: Soft Leather 1/* Rigid Leather 1/* Chain 2/* Plate 3/* Directed Spells 6	Magic Skills: Spell Lists 4/* Runes 7 Staves & Wands 5 Channeling 20
Special Skills: Ambush 3 Linguistics 3/* Adrenal Moves 2/7 Adrenal Defence 20 Martial Arts 3/7 Body Development 2/5 Perception 3/7	General Skills: Climbing 5 Swimming 3 Riding 2/4 Disarming Traps 6 Picking Locks 4 Stalk & Hide 4
Other Skills: Refer to Development Point Costs given below for those skills unique to the Arms Master Profession. All other skill costs are identical to the Paladin's DP costs. Prime Requisites: St/Pr	
Academic Skills: Herb Lore 2/6 Military Org 1/2 Sanity Healing 2/6 Xeno-Lores 7	Concentration Skills: Cleansing 2/4 Death 3/7 Healing 3/7 Ki 3/8 Sleep 3/7 Trance 3/7
Medical Skills: Animal Healing 2/5 Diagnostics 3 Hypnosis 4	Midwifery 4 Surgery 7
Level Bonuses: Arms Law Combat +3 Body Development +2 Outdoor Skills +1	Athletic Skills +2 General Skills +1 Social Skills +1

BATTLE TRANCE

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Battle Trance	self	Varies	self
2—Blur *	self	1 min/lvl	self
3—Battle Focus *	self	1 rnd	self
4—Quick Strike I *	self	1 rnd	self
5—Attack +25 *	self	1 rnd	self
6—Haste I *	self	1 rnd	self
7—Battle Glow I	self	1 min/lvl	self
8—Attack +40 *	self	1 rnd	self
9—Hammerstrike	self	1 rnd/lvl	self
10—Danger Vision	self	1 min/lvl	10/lvl
11—Attack +50 *	self	1 rnd	self
12—Haste II *	self	2 rnd	self
13—Battle Glow II	self	1 min/lvl	self
14—Battle Call	self	1 rnd/10% f	10/lvl
15—Attack +70 *	self	1 rnd	self
16—Quick Strike II *	self	1 rnd	self
17—Battle Glow III	self	1 min/lvl	self
18—Attack +85 *	self	1 rnd	self
19—Haste V *	self	5 rnd	self
20—Thunderstrike	self	1 rnd/lvl	self
25—Battle Glow True	self	1 min/lvl	self
30—Attack +150 *	self	1 rnd	self
40—Haste X *	self	10 rnd	self
50—The Last Stand	self	Varies	self

5,8,11,15,18,30 as spell of the same name on Paladin base list Arm's Way (RMCII).

6,12,19,40 as spell of the same name on the Closed Essence list Rapid Ways.

1. Battle Trance (U) This spell allows the caster to enter a state of single minded battle awareness. While in this state the caster can only cast spells from this list. He gains a +10 to perception rolls relating directly to the battle. This spell must be cast before any of the other spells on this list can be used. This spell lasts as long as the battle (GM's discretion).

2. Blur (F*) This spell blurs the caster's appearance, giving him a +10 defensive bonus. This spell is not cumulative with *Battle Glow* spells.

3. Battle Focus (U*) This spell heightens the caster's ability to concentrate, giving him a +5/lvl to adrenal moves. This spell should be cast during the preparation round.

4. Quick Strike I (U*) This spell increases the caster's reflexes, giving him a +10 to quickness modifier for purposes of initiative only.

7. Battle Glow I (F) This spell gives the caster a visible aura, causing him to appear more powerful and subtracting 25 from attacks against him. This spell is not cumulative with *Blur* or other *Battle Glow* spells.

9. Hammerstrike (F) This spell adds to the force of the caster's blows, resulting in double concussion hits for any melee attacks the caster makes. This spell is not cumulative with *Stout Blade* or *Thunderstrike*.

10. Danger Vision (I) For the duration of this spell, everything that is potentially harmful to the caster (GM's discretion) is outlined in a soft blue glow. Intelligent and/or highly magical dangers should get a resistance roll. Note that the glow is visible only to the caster.

13. Battle Glow II (F) As *Battle Glow I* plus foes must resist vs. the caster's level or hesitate 1 rnd/10% failure before attacking the caster.

14. Battle Call (P) With this spell the caster rallies troops allied with him. This gives the troops +50 to morale rolls.

16. Quick Strike II (U*) As *Quick Strike I*, except the bonus is +20.

17. Battle Glow III (F) As above plus RR modifier of -20.

20. Thunderstrike (F) As *Hammerstrike*, except x3 concussion hits are delivered. This spell is not cumulative with *Hammerstrike* or *Stout Blade*.

25. Battle Glow True (F) RR mod: -50 As above, except failure by 100 or more means the foe will flee for 1 rnd/10% failure.

50. The Last Stand (UF) This spell can only be cast in a desperate situation (i.e., one man vs. an entire army. The GM should be very restrictive about the use of this spell). This spell acts as *Battle Glow True*, *Danger Vision*, *Haste* (for the duration) and *Hammerstrike*. It also gives the caster +25 O.B., the caster ignores stun, can sustain 2x hits and will not go unconscious at 0 hit points. He must be killed to stop him. At the end of the battle, this spell is canceled and the caster loses all remaining PP, hits and exhaustion pts. He will then fall into a very deep sleep (-100 to awaken) for 1 day/rnd of combat.

WARRIORBLADE

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Minor Warriorblade	1 weapon	P	T
2—Light Blade	warriorblade	10 min/lvl	T
3—Shock Blade	warriorblade	1 rnd/lvl	T
4—Lesser Warriorblade	warriorblade	P	T
5—Draw Blade *	warriorblade	-	T
6—Water Blade	warriorblade	1 min/lvl	T
7—Stout Blade	warriorblade	1 rnd/lvl	T
8—Greater Warriorblade	warriorblade	P	T
9—Ice Blade	warriorblade	1 rnd/lvl	T
10—Defender Blade	warriorblade	1 rnd/lvl	T
11—Locate Warriorblade *	caster	-	1000'/lvl
12—Fire Blade	warriorblade	1 rnd/lvl	T
13—Recall Warriorblade	warriorblade	-	1000'/lvl
14—Silver Warriorblade	warriorblade	P	T
15—Wind Blade	warriorblade	1 min/lvl	T
16—Earth Blade	warriorblade	1 min/lvl	T
17—Blade Store	warriorblade	varies	T
18—Disarm	1 target	-	5'
19—Destroyer Blade	warriorblade	varies	T
20—Golden Warriorblade	warriorblade	P	T
25—Blade of Death	warriorblade	varies	T
30—Lord Warriorblade	warriorblade	P	T
50—Warriorblade True	warriorblade	P	T

1. Minor Warriorblade (F) This spell allows the caster to attune himself to a special weapon, called a warriorblade. The caster must be involved in the forging of his warriorblade (he must make it himself or have a part of him go into the making, e.g., blood, hair, etc.). A minor warriorblade is +10 to hit and has a -1 to the fumble range. (E.g. a broadsword warriorblade would fumble on an unmodified 1-2 instead of 1-3. Note that the fumble range can not be 0; an unmodified 1 always fumbles.) An Arms Master can have only one warriorblade at a time and the spells on this list will only work on his own warriorblade. *Note: the spells on this list refer to a "blade". This can be any melee weapon the player and GM agree on.*

2. Light Blade (F) A beam of light (like a flashlight) springs from the caster's blade with a 20' effective range.

3. Shock Blade (F) Blue sparks dance along the blade inflicting a Shock critical two degrees less in severity than the regular critical.

ENCAMPMENTS

ARMS MASTER BASE

4. Lesser Warriorblade (F) This spell turns a minor warriorblade into a lesser warriorblade with the following modifiers: +15 to hit, -1 to fumble range, and it functions as a +1 adder.

5. Draw Blade (F*) The caster's blade leaps into his hand negating any penalties for not having a weapon ready.

6. Water Blade (F) Allows the caster to "fly" through the water at 100'/rnd. This spell does not give the ability to breath under water.

7. Stout Blade (F) For the duration of the spell the caster does 2x concussion hits. Criticals are not affected. This spell is not cumulative with *Hammerstrike* or *Thunderstrike*.

8. Greater Warriorblade (F) This spell turns a lesser warriorblade into a greater warriorblade with the following modifiers: +20 to hit, -2 to fumble range, and it functions as a +2 adder.

9. Ice Blade (F) White ice and a cold mist envelope the blade inflicting a Cold critical 1 degree less in severity than the regular critical.

10. Defender Blade (D) For the duration of the spell the caster can add the bonus to hit from his warriorblade to his defensive bonus. This does not reduce the plus to hit. For example; a greater warriorblade would be +20 to hit and +20 to defensive bonus.

11. Locate Warriorblade (I*) The caster knows the exact direction and distance to his warriorblade.

12. Fire Blade (F) Red hot flames leap from the blade, inflicting a Heat critical of the same severity as the regular critical.

13. Recall Warriorblade (F) The caster's warriorblade flies through the air to his out stretched hand at a rate of 1000'/rnd.

14. Silver Warriorblade (F) This spell turns a greater warriorblade into a silver warriorblade with the following modifiers: +25 to hit, -2 to fumble range, and it functions a either a +3 adder or a x2 multiplier (caster chooses when spell is cast.)

15. Wind Blade (F) As long as the caster holds his warriorblade, he can fly at 150' per round for the duration of this spell.

16. Earth Blade (F) Using his warriorblade to "attack" the ground, the caster can tunnel through earth and stone at a rate of 10' per round.

17. Blade Store (F) The caster can store one of his own spells in his warriorblade to be cast at a later time. Only one spell can be stored in the blade a time.

18. Disarm (F) The target must make a resistance roll vs. this spell with a negative modifier equal to the bonuses of the caster's warriorblade (just the bonus from the warriorblade, not the caster's total offensive bonus). If the RR fails, the target's weapon flies 10' per 10% failure in a random direction.

19. Destroyer Blade (F) After casting this spell, in the next attack in which an opponent uses a shield or parries *and* the caster misses by the amount of defensive bonus given by the shield or parry, the defender's shield or weapon is destroyed. Magic weapons or shields should gain a resistance roll.

20. Golden Warriorblade (F) This spell turns the caster's silver warriorblade into a golden warriorblade with the following modifiers: +30 to hit, -3 to fumble range, and it functions as either a +4 adder or x3 multiplier (caster chooses when the spell is cast).

25. Blade of Death (F) With this spell the caster attunes his warriorblade to a specific enemy. To cast this spell the caster must have something from the target, either part of his body or a possession. After a ritual which takes 4 hours to complete, the warriorblade will do Slaying criticals against the target. Only one enemy can be attuned to the blade at one time.

30. Lord Warriorblade (F) This spell turns the caster's golden warriorblade into a lord warriorblade with the following modifiers: +35 to hit, -3 to fumble range, and it functions as either a +5 adder or a x3 multiplier (caster chooses when he casts the spell).

50. Warriorblade True (F) This spell turns the caster's lord warriorblade into a true warriorblade with the following modifiers: +45 to hit, it never fumbles, and it functions as either a +6 adder or a x4 multiplier (caster chooses when he casts the spell).

	Area of Effect	Duration	Range
1—Campfire	one fire	-	10'
2—Mend Cloth	one garment	-	T
3—Mend Armor	one suit of armor	-	T
4—Mend Weapons	one weapon	-	T
5—Fletching	self	1 hr/lvl	T
6—Battle Feast	one feast	-	T
7—			
8—Pillage & Plunder	self	-	self
9—Break Camp	one camp	varies	100'
10—Lights Out *	one camp	-	5'/lvl
11—Don Armor	self	varies	self
12—Make Camp	one camp	varies	100'
13—Find Food	1000' r/lvl	1 hr/lvl	100'
14—Set Watch	one camp	1 hr/lvl	100'
15—			
16—Barrier Trench	one camp	1 hr/lvl	10'
17—			
18—			
19—Wooden Palisade	one camp	1 hr/lvl	10'
20—Alarm Sounding	one camp	1 hr/lvl	100'
25—Siege Weapon	self	varies	self
30—Earthen Palisade	one camp	1 hr/lvl	10'
50—Stone Palisade	one camp	1 hr/lvl	10'

1. Campfire (F) This spell allows the caster to start a fire in all but the most extreme conditions (e.g. thunderstorms, etc.). The caster must have a source of fuel for the fire.

2. Mend Cloth (F) This spell repairs rips and tears in one cloth garment. It will not replace missing material.

3. Mend Armor (F) This spell will repair, clean and polish one suit of nonmagical armor.

4. Mend Weapons (F) This spell will repair, clean and sharpen one nonmagical weapon.

5. Fletching (F) This spell allows the caster to make arrows or bolts from appropriate material in 1/10th the normal time.

6. Battle Feast (F) This spell causes a huge meal to be prepared from raw foodstuffs (the spell does not create the food). Anyone who eats the food will have +5 to morale rolls for the rest of the day. The feast will feed 5 people per level of the caster.

8. Pillage & Plunder (I) This spell gives the caster the location and approximate value of a defeated foe's treasure. This information is vague and general. For example, it might tell him there is 1,000 g.p. in the cellar but *not* that it is in a secret vault under a wine keg. This spell can only be used after the caster has defeated an opponent (To the victor go the spoils!).

9. Break Camp (U) This spell allows the caster to organize the packing of gear and the preparation to travel so that a camp can be broken in 1/10th the normal time.

10. Lights Out (F*) This spell instantly extinguishes all nonmagical sources of light in the caster's camp. This spell will only work in the caster's own camp (i.e., it will not function as an "attack" on enemy camps).

11. Don Armor (U) This spell allows the caster to put on his armor in 1/10th the normal time.

12. Make Camp (U) This spell allows the caster to organize the setting up of a camp so that it is finished in 1/10th the normal time.

- 13. Find Food (I)** This spell allows the caster to organize foraging parties so that they gain a +75 to their collective foraging rolls.
- 14. Set Watch (I)** This spell allows the caster to organize watches and patrols so that they gain +25 to surprise/avoidance rolls.
- 16. Barrier Trench (F)** A trench with wooden stakes in the bottom comes into being around the caster's camp. The trench is 10' wide by 10' deep and 10'/lvl long. It takes one round per foot of length to form. Anyone falling into the pit will take a +10 fall/crush attack and a +50 medium stinger attack.
- 19. Wooden Palisade (F)** This spell creates a 10' high wooden wall around the caster's camp. The maximum length of the wall is 10'/lvl.
- 20. Alarm Sounding (I)** This spell allows the caster to set up an alarm in the camp. At the time of casting a "password" is chosen. When anyone utters the password in the area of the spell a loud alarm sound is heard. This will give anyone who is sleeping a +50 to awaken. Anyone alert will automatically perceive the alarm.
- 25. Siege Weapon (F)** This spell allows the caster to construct one siege weapon (e.g., a catapult or a siege tower) in 1/10th the normal time. This spell does not provide the materials.
- 30. Earthen Palisade (F)** As *Wooden Palisade*, except the wall is made of packed earth.
- 50. Stone Palisade (F)** As *Wooden Palisade*, except the wall is made of stone.

MARTIAL LAW

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Forced March	self	1 hr/lvl	self
2—Riding	self	1 hr/lvl	self
3—Charging	self	1 rnd/lvl	self
4—			
5—Unseen March	self	1 hr/lvl	self
6—Mental Command	target	-	10'/lvl
7—Rapid Deployment I	target	-	10'
8—Mass Forced March	1 target/lvl	1 hr/lvl	10'
9—Silent March	self	1 hr/lvl	self
10—Mass Riding	1 target/lvl	1 hr/lvl	10'
11—Mass Charging	1 target/lvl	1 rnd/lvl	10'
12—Mass Unseen March	1 target/lvl	1 hr/lvl	10'
13—Mental Orders	target	-	10'/lvl
14—Mass Mental Command	1 target/lvl	-	10'/lvl
15—Rapid Deployment III	3 targets	-	10'
16—			
17—			
18—Mass Silent March	1 target/lvl	1 hr/lvl	10'
19—			
20—Mass Mental Orders	1 target/lvl	-	10'/lvl
25—Rapid Deployment V	5 targets	-	10'
30—Ghost Force	10 targets/lvl	1 hr/lvl	1000'
35—			
40—Rapid Deployment True	1 target/lvl	-	10'
45—			
50—Marching Mastery	varies	1 rnd/lvl	self

- 1. Forced March (U)** This spell allows the caster to march at 2x base rate, with no exhaustion points spent, for the duration. If he stops, the spell is canceled.

- 2. Riding (U)** This spell gives the caster a +3/lvl to all riding maneuvers.
- 3. Charging (U)** This spell reduces the difficulty of moving maneuvers by 3 categories (e.g., Very Hard becomes Light). This can only be used in combat situations for maneuvers related to charging or closing with the enemy.
- 5. Unseen March (U)** Caster can march at normal speed and receive a +75 to his stalk roll.
- 6. Mental Command (P)** Caster can send one command (one word/lvl) to one target in range. The target is under no compulsion to follow the command.
- 7. Rapid Deployment I (F)** With this spell the caster can move one target a distance of 10'/lvl instantly. Treat this as *Long Door* on the Closed Essence list Lofty Bridge, except for the range limitation.
- 8. Mass Forced March (F)** As *Forced March* except one target per level may be affected.
- 9. Silent March (U)** The caster makes no sound as long as he moves at a normal marching speed.
- 10. Mass Riding (P)** As *Riding*, except one target per level may be affected.
- 11. Mass Charging (P)** As *Charging*, except one target per level may be affected.
- 12. Mass Unseen March (PF)** As *Unseen March*, except one target per level may be affected.
- 13. Mental Orders (P)** As *Mental Command*, except a set of commands can be sent. The caster is limited to one sentence per level.
- 14. Mass Mental Command (P)** As *Mental Command*, except one target per level can receive the command.
- 15. Rapid Deployment III (F)** As *Rapid Deployment I*, except three targets may be deployed up to 30'/lvl.
- 18. Mass Silent March (PF)** As *Silent March*, except one target per level may be affected.
- 20. Mass Mental Orders (P)** As *Mental Orders*, except one target per level can receive the orders.
- 25. Rapid Deployment V (F)** As *Rapid Deployment I*, except 5 targets may be deployed up to 50'/lvl.
- 30. Ghost Force (PF)** This spell acts as both *Mass Silent March* and *Mass Unseen March* and it affects 10 targets/lvl.
- 40. Rapid Deployment True (F)** As *Rapid Deployment I*, except one target per level may be deployed up to 100'/lvl.
- 50. Marching Mastery (U)** Caster may use one of the lower level spells on this list each round.



COMMANDS

ARMS MASTER BASE

	Area of Effect	Duration	Range
1—Battlelore I	self	-	self
2—Organization I	self	-	self
3—Siege Craft I	self	-	self
4—Tactics I	self	-	self
5—Command I	self	-	self
6—Battlelore II	self	-	self
7—Organization II	self	-	self
8—Siege Craft II	self	-	self
9—Tactics II	self	-	self
10—Command II	self	-	self
11—Battlelore III	self	-	self
12—Organization III	self	-	self
13—Siege Craft III	self	-	self
14—Tactics III	self	-	self
15—Command III	self	-	self
16—Battlelore IV	self	-	self
17—Organization IV	self	-	self
18—Siege Craft IV	self	-	self
19—Tactics IV	self	-	self
20—Command IV	self	-	self
25—Battlelore True	self	-	self
30—Organization True	self	-	self
35—Siege Craft True	self	-	self
40—Tactics True	self	-	self
50—Command True	self	-	self

1. **Battlelore I (UI)** The casting of this spell grants the caster a +10 bonus to an immediately following Racial History (Battles) roll.

2. **Organization I (UI)** This spell grants the caster a +10 bonus to an immediately following Military Organization roll.

3. **Siege Craft I (U)** Allows the caster a +10 bonus to an immediately following Siege Engineering roll.

4. **Tactics I (U)** Immediately after casting this spell, the caster's Tactics bonus is modified by +10.

5. **Command I (U)** Caster gets a +10 bonus to an immediately following Leadership roll.

6. **Battlelore II (UI)** As above, except bonus is +20.

7. **Organization II (UI)** As above, except bonus is +20.

8. **Siege Craft II (U)** As above, except bonus is +20.

9. **Tactics II (U)** As above, except bonus is +20.

10. **Command II (U)** As above, except bonus is +20.

11. **Battlelore III (UI)** As above, except bonus is +30.

12. **Organization III (UI)** As above, except bonus is +30.

13. **Siege Craft III (U)** As above, except bonus is +30.

14. **Tactics III (U)** As above, except bonus is +30.

15. **Command III (U)** As above, except bonus is +30.

16. **Battlelore IV (UI)** As above, except bonus is +40.

17. **Organization IV (UI)** As above, except bonus is +40.

18. **Siege Craft IV (U)** As above, except bonus is +40.

19. **Tactics IV (U)** As above, except bonus is +40.

20. **Command IV (U)** As above, except bonus is +40.

25. **Battlelore True (UI)** As above, except bonus is equal to the caster's level or +50 (whichever is higher).

30. **Organization True (UI)** As above, except bonus is equal to the caster's level or +50 (whichever is higher).

35. **Siege Craft True (U)** As above, except bonus is equal to the caster's level or +50 (whichever is higher).

40. **Tactics True (U)** As above, except bonus is equal to the caster's level or +50 (whichever is higher).

50. **Command True (U)** As above, except bonus is equal to the caster's level or +50 (whichever is higher).

Edward R. Cassidy

ELEMENTALIST

The Elementalist is a semi-spell user combining the realms of Arms and Essence. His base lists all deal with transforming himself into elementals and manipulating the elements in his surroundings. Elementalists differ from Magicians in that they can not summon powerful bolts of elements; instead, their spells deal with indirect attacks. Elementalist spells also allow them to take on aspects of elementals in order to aid them in combat.

The Elementalist's prime requisites are *Empathy* and *Constitution*.

ELEMENTALIST BASE SPELL LISTS:

Earth Forms

Light Forms

Ice Forms

Fire Forms

Air Forms

Water Forms

Dark Forms

Weapon Skills: 2/7;3/8;3/9;5;9;12	
Maneuvering in Armor: Soft Leather 2/* Rigid Leather 2/* Chain 3/* Plate 4/* Directed Spells 9	Magic Skills: Spell Lists 4/* Runes 3/6 Staves & Wands 3/7 Channeling 10
Special Skills: Ambush 3 Linguistics 2/* Adrenal Moves 3/7 Adrenal Defense 15 Martial Arts 3/8 Body Development 2/8 Perception 2/6	General Skills: Climbing 3/9 Swimming 2/6 Riding 2/6 Disarming Traps 4 Picking Locks 5 Stalk & Hide. 2/7
Other Skills: Refer to Development Point Costs given below for those skills unique to the Elementalist Profession. All other skill costs are identical to the Warrior Mage's DP costs. Prime Requisites: Em/Co	
Academic Skills: Military Org 2/4 Siege Engineering 2/4 Stone Lore 1/4 Tactics 2/4	Magical Skills: Alchemy 2/6 Transcend Armor 3/9
Level Bonuses: Academic Skills+2 Athletic Skills+1 General Skills+1 Perception Skills+1	Arms Law Combat+2 Body Development+2 Magical Skills+1

EARTH FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Earthmight I	self	1 rnd/lvl	self
2—			
3—Stoneskin I	self	1 rnd/lvl	self
4—Earth Fingers	5'R	1 rnd/10% f	1'/lvl
5—Earthmight II	self	1 rnd/lvl	self
6—			
7—Earth Hand	10'R	1 rnd/10% f	1'/lvl
8—Stoneskin II	self	1 rnd/lvl	self
9—			
10—Earthform	self	1 rnd/lvl	self
11—			
12—Earth Arms	20'R	1 rnd/10% f	1'/lvl
13—Earthmight III	self	1 rnd/lvl	self
14—			
15—Stoneskin III	self	1 rnd/lvl	self
20—Lord Earthform	self	1 rnd/lvl	self
25—Earthmight True	self	1 rnd/lvl	self
30—Stoneskin True	self	1 rnd/lvl	self
50—Earthform True	self	1 rnd/lvl	self

1. Earthmight I (U) Gives the caster a +10 to his strength modifier for the duration of this spell.

3. Stoneskin I (D) Gives the caster AT 12 for the duration of the spell.

4. Earth Fingers (F) This spell causes earth and stone tendrils to rise up out of the ground and attack anything within their area of effect. The tendrils attack as a medium grapple attack. If the caster concentrates then the fingers get an offensive bonus equal to the caster's empathy modifier.

5. Earthmight II (U) As above, except +20 to strength modifier.

7. Earth Hand (F) This spell causes a huge hand (and fore arm) made of earth and stone to rise up out of the ground. The hand can attack with a +20 large grapple anything the caster chooses within range. In the rounds after the hand causes a 'C' critical (or higher) the target is held and can not move. If the caster concentrates the held object or being takes a +50 large crush attack.

8. Stoneskin II (D) As above, except gives AT 16.

10. Earthform (F) Caster is transformed into a weak earth elemental. He has all the abilities listed in *C&T*, except he retains his mind and all his skills. The caster is limited in movement and physical action as per the description and he may cast spells from this list only.

12. Earth Arms (F) A pair of huge (5' diameter, 10' long) earth and stone arms rises up from the ground and attacks the target of the caster's choice with a +100 huge grapple. If the attack gets a 'C' or better critical, then the victim is enveloped and will suffocate. If the caster concentrates then the victim will take an 'E' crush critical each round.

13. Earthmight III (U) As above, except +30 to strength modifier.

15. Stoneskin III (D) As above, except gains AT 20.

20. Lord Earthform (F) As *Earthform*, except caster gains the form of a strong earth elemental.

25. Earthmight True (U) As above except caster gains +50 strength modifier.

30. Stoneskin True (D) As above, except caster gains AT 20 and criticals against the caster are resolved on the large creature table.

50. Earthform True (F) Caster gains the form and abilities of an earth elemental savant as listed in *C&T II*, except the only spells he can cast are from this list.

FIRE FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Ignite	1 object	-	100'
2—Fire Walking	self	1 min/lvl	self
3—Resist Heat	self	1 min/lvl	self
4—			
5—Fire Cloak I	self	1 rnd/lvl	self
6—			
7—Mass Ignite	1 object/2 lvls	-	100'
8—Heatarmor	self	1 min/lvl	self
9—Fire Cloak II	self	1 rnd/lvl	self
10—Fireform	self	1 min/lvl	self
11—			
12—Fire Cleanse	self	varies	self
13—Mass Ignite True	1 object/lvl	-	100'
14—Fire Cloak III	self	1 rnd/lvl	self
15—Fire Armor	self	1 min/lvl	self
20—Lord Fireform	self	1 min/lvl	self
25—Lord Fire Cloak	self	1 rnd/lvl	self
30—Blaze of Glory	1'/lvl R	-	self
50—Fireform True	self	1 min/lvl	self

1. Ignite (F) Causes one flammable object to burst into flames. Fire is normal and can be put out by the usual methods. Living beings are not affected by this spell.

2. Fire Walking (U) Caster can walk across any hot surface that can support his weight, and not take damage. If the caster stops walking, he will take damage (GM's discretion, based on temperature of surface). *Note: this spell does not give the ability to move over non-solid surfaces like lava or flames.*

3. Resist Heat (D) Caster is totally protected from natural heat up to 200° F and adds +10 to RRs vs. heat and -10 to elemental fire attacks.

5. Fire Cloak I (F) Caster is bathed in flames causing an 'A' Heat critical and 10 hits to all within a 5' Radius. The caster is unharmed by these flames.

7. Mass Ignite (F) As *Ignite*, except 1 object per two levels is ignited.

8. Heatarmor (D) As *Resist Heat*, except protects against all natural heat and fire and modifies spells involving heat and fire by 20.

9. Fire Cloak II (F) As *Fire Cloak I*, except it delivers a 'C' Heat critical and 20 hits.

10. Fireform (F) As *Earthform* (Elementalist Base list Earth Forms), except caster takes on the form of a lesser fire elemental.

12. Fire Cleanse (H) With this spell the caster can heal damage to himself. The caster must first build a small fire specifically for this spell. The caster then places his hands into the flames. The caster feels the heat of the fire and experiences all the pain but takes no damage. After several minutes (GM's discretion based on the extent of injuries) the caster removes his hands and he is healed of all concussion hits. Any specific injuries will heal in 1/2 the normal time.

13. Mass Ignite True (F) As *Mass Ignite*, except one object per level can be ignited and non-flammable objects have a chance of igniting: nonmagic-stone = 10%, nonmagic-metal = 50%, magical substances = 2%.

14. Fire Cloak III (F) As *Fire Cloak I*, except it delivers a 'D' heat critical and 30 hits.

15. Fire Armor (D) As *Heatarmor*, except it also decreases all fire concussion hits by 1/2 and decreases heat criticals by one level of severity (e.g. 'B' becomes 'A', etc.).

20. Lord Fireform (F) As *Fireform*, except caster takes on the form of a strong fire elemental.

25. Lord Fire Cloak (F) As *Fire Cloak I*, except it delivers an 'E' Heat critical and 40 hits.

30. Blaze of Glory (E) With this spell, the caster causes an explosion of fire. The caster is at the center of the attack but takes no damage. The attack is resolved as a +100 *Plasma Ball* with 2x concussion hits and Heat criticals instead of Plasma.

50. Fireform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster takes on the form of a fire elemental savant.

AIR FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Zephyr	self	1 min/lvl	self
2—Minor Turbulence	target	1 rnd/5%f	100'
3—Wind Lift I	target	1 min/lvl	100'
4—Float	self	1 min/lvl	self
5—Cross Winds *	1 missile	-	100'
6—			
7—Wind Lift II	target	1 min/lvl	100'
8—Air Walk	self	1 min/lvl	self
9—			
10—Airform	self	1 min/lvl	self
11—Major Turbulence	target	1 rnd/5%f	100'
12—			
13—Wind Lift III	target	1 min/lvl	100'
14—			
15—Air Running	self	1 min/lvl	self
20—Lord Airform	self	1 min/lvl	self
25—Turbulence True	target	1 rnd/5%f	100'
30—Wind Lift True	target	1 min/lvl	100'
50—Airform True	self	1 min/lvl	self

1. Zephyr (U) Caster can run at one better pace category than normally allowed for his armor and encumbrance. For example, an unarmored man could move at his base rate x6 instead of x5. If the caster stops running the spell is ended. This spell does not give the caster any modifier to the maneuver difficulty nor does it give exhaustion bonuses.

2. Minor Turbulence (F) This spell sets up random wind currents and eddies around a target. The target is -20 to all moving maneuvers and combat for the duration.

3. Wind Lift I (F) This spell allows the caster to move objects with the wind. The caster may move any object up to 10 lbs. weight, at a maximum rate of 10' per round. The effect of this spell is like *telekinesis*. Caster must make maneuver rolls using Spell Mastery, difficulty based on complexity of maneuver and strength of existing winds (GM's discretion). For example, throwing a rock at the side of a building with a light breeze would be an Easy maneuver (+20), but threading a needle in a light breeze or hitting a building with a rock in a hurricane would both be Insane (-100).

4. Float (U) Caster's body become less dense so that he floats with the wind. The caster has no control over direction or speed and must make maneuver rolls to maintain orientation (GM's discretion).

5. Cross Winds (F*) Caster causes one missile attack to be blown off course, giving it a -100 to hit. Caster must be able to see missile.

7. Wind Lift II (F) As *Wind Lift I*, except 20 lbs. may be moved at a maximum rate of 20 feet per round.

8. Air Walk (U) Caster may walk on air as if on solid ground. He may only move at normal walking pace and may gain altitude as if climbing a hill (GM's discretion for maneuver difficulty).

10. Airform (F) As *Earthform* (Elementalist Base list Earth Forms), except caster gains the form of a weak air elemental.

11. Major Turbulence (F) As *Minor Turbulence* except the modifier is -50.

13. Wind Lift III (F) As *Wind Lift I*, except 30 lbs. may be moved at a maximum rate of 30 feet per round.

15. Air Running (U) As *Air Walking*, except caster may move up to x3.

20. Lord Airform (F) As *Airform*, except caster gains the form of a strong air elemental.

25. Turbulence True (F) As *Minor Turbulence*, except the modifier is -100.

30. Wind Lift True (F) As *Wind Lift I*, except 1 lb. per level may be moved at a maximum rate of 1' per level per round (e.g. at 36th lvl the caster may move 36 lbs. up to 36 feet per round).

50. Airform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster gains the form and abilities of an air elemental savant.

ICE FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Ice Running	self	1 min/lvl	self
2—Ice Shield	self	1 rnd/lvl	self
3—Resist Cold	self	1 min/lvl	self
4—			
5—Ice Patch	1'R/lvl	1 min/lvl	10'
6—			
7—			
8—Coldarmor	self	1 min/lvl	self
9—			
10—Iceform	self	1 min/lvl	self
11—Ice Cage	target	1 min/10%f	100'
12—			
13—			
14—Ice Patch True	1'R/lvl	P	10'
15—Ice Armor	self	1 min/lvl	self
20—Lord Iceform	self	1 min/lvl	self
25—Utterice	10'R/lvl	1 min/lvl	10'
30—Ice Cage True	target	P	100'
50—Iceform True	self	1 min/lvl	self

1. Ice Running (U) Caster can run on ice and snow as if on normal ground.

2. Ice Shield (D) Creates a normal sized shield of ice in front of the caster. The shield moves as if wielded by the caster and in all respects acts as a normal shield (i.e., +20 DB).

3. Resist Cold (D) As *Resist Heat* (Elementalist Base list Fire Forms), except protects down to -20 F° and the bonus is vs. cold attacks.

5. Ice Patch (F) Creates a patch of thin ice on any solid or liquid surface. Any attempts to move across this patch are resolved as a Sheer Folly maneuver due to the slipperiness of the ice. After the duration of the spell the ice melts normally (e.g. 1 or 2 rnds in very hot conditions or several hours in very cold conditions).

8. Coldarmor (D) As *Heatarmor* (Elementalist Base list Fire Forms), except the bonus is against cold attacks.

10. Iceform (F) As *Earthform* (Elementalist Base list Earth Forms), except the caster gains the form of a weak ice elemental.

11. Ice Cage (F) Creates a shimmering block of ice around the target. The target cannot move while encased. The ice is porous, so the target can still breathe. The block of ice has AT 11 and can take 500 hits before breaking.

14. Ice Patch True (F) As *Ice Patch* above, except the duration is permanent.

15. Ice Armor (D) As *Fire Armor* (Elementalist Base list Fire Forms), except the bonus is against ice and cold attacks.

20. Lord Iceform (F) As *Iceform*, except the caster gains the form of a strong ice elemental.

25. Utterice (F) As *Ice Patch*, except the ice is unnaturally slippery requiring a Virtually Impossible maneuver to cross (use *Sheer Folly* (-200) if *RMCI* is unavailable).

30. Ice Cage True (F) As *Ice Cage*, except the ice is not porous. The target is in suspended animation. He does not age, nor does he need to eat or breathe.

50. Iceform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster gains the form and abilities of an ice elemental savant.

LIGHT FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Blur	self	1 min/lvl	self
2—Dazzle	target	1 min/lvl	100'
3—Resist Light	self	1 min/lvl	self
4—Light	10'R	10 min/lvl	touch
5—			
6—Aura	self	1 min/lvl	self
7—Lord Light	1'R	P	touch
8—Lightarmor	self	1 min/lvl	self
9—			
10—Lightform	self	1 min/lvl	self
11—			
12—Light True	10'R	P	touch
13—			
14—			
15—Lightning Armor	self	1 min/lvl	self
20—Lord Lightform	self	1 min/lvl	self
25—Utterlight	10'R	10 min/lvl	touch
30—Light Affinity	target	1 rnd/10%f	10'
50—Lightform True	self	1 min/lvl	self

1. Blur (D) Caster appears blurred, subtracting 10 from all attacks against him.

2. Dazzle (F) Causes a dancing pattern of light in front of the target's eyes causing him to be distracted; -10 to all actions and he must make an orientation roll each round.

3. Resist Light (D) As *Resist Heat* (Elementalist Base list Fire Forms), except protects against light.

4. Light (F) Creates a sphere of light about the point touched that will illuminate out to 100'.

6. Aura (D) Caster is surrounded by a bright aura which makes him appear more powerful and subtracts 25 from all attacks against him. *Note: this spell is not cumulative with Blur.*

7. Lord Light (F) As *Light*, except the sphere is 1' Radius and illuminates out to 50'.

8. Lightarmor (D) As *Heatarmor* (Elementalist Base list Fire Forms), except the bonus is against light and electricity attacks.

10. Lightform (F) As *Earthform* (Elementalist Base list Earth Forms), except caster gains the form of a weak light elemental.

12. Light True (F) As *Light* except for the duration.

15. Lightning Armor (D) As *Fire Armor* (Elementalist Base list Earth Forms), except the bonus is against light and electricity attacks.

20. Lord Lightform (F) As *Lightform*, except caster gains the form of a strong light elemental.

25. Utterlight (F) As *Light*, except even magical dark can not exist within its area of effect.

30. Light Affinity (F) Target becomes a "living lightning rod". If he is outdoors during a thunderstorm he will take a +50 *Lightning Bolt* attack each round for the duration of the spell. If the caster is the target of this spell he takes no damage from the lightning, instead he can absorb the attacks and recast them. The caster may choose to cast one +50 *Lightning Bolt* for each one absorbed or he may hold the absorbed bolts and gain an additional +10 for each bolt after the first (for example; if the caster absorbs three bolts he could cast three +50 bolts or one +70 bolt or one +60 bolt and one +50 bolt). The caster must cast any remaining bolts on the round after he stops absorbing them. The caster may not learn directed spell for this spell; only the bonus from this spell applies. If the GM feels it is appropriate, this spell could work in other situations where there is a lot of static electricity in the air (e.g., a power generator).

50. Lightform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster gains the form and abilities of a light elemental savant.

WATER FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Swimming	self	1 min/lvl	self
2—			
3—			
4—Water Walking	self	1 min/lvl	self
5—Wave I	10'/lvl R	-	10'
6—Drowning	target	-	100'
7—			
8—Water Running	self	1 min/lvl	self
9—Wave II	10'/lvl R	-	10'
10—Waterform	self	1 min/lvl	self
11—			
12—Wave III	10'/lvl R	-	10'
13—			
14—Whirlpool	100'R	10 min/lvl	100'
15—Dehydration	target	-	100'
20—Lord Waterform	self	1 min/lvl	self
25—Lord Wave	10'/lvl R	-	10'
30—Mist Form	self	1 min/lvl	self
50—Waterform True	self	1 min/lvl	self

1. Swimming (U) Caster can swim at 2x normal walking pace for the duration of this spell and he does not need to make a swimming roll unless conditions are severe (i.e., strong cross currents, etc.).

4. Water Walking (U) Caster can walk on the surface of water or similar liquids.

5. Wave I (F) Causes a wave of water to move away from the caster across the surface of a body of water. The wave will capsize small boats (i.e., a canoe or small row boat) and give swimmers a -50 to their swimming roll.

6. Drowning (F) Target must make a RR or begin to drown. The lungs of the target are filled with water and the target may be saved by normal life saving means. While drowning the target is a -100 to everything. The target must be in a large body of water when this spell is cast.

8. Water Running (U) As *Water Walking*, except caster can move at 3x normal walking pace.

9. Wave II (F) As *Wave I*, except it will upset medium boats and give swimmers a -75 to swimming.

10. Waterform (F) As *Earthform* (Elementalist Base list Earth Forms), except caster gains the form of a weak water elemental.

12. Wave III (F) As *Wave I*, except it will upset large boats and give swimmers a -100.

14. Whirlpool (F) Creates a whirlpool that will draw in and sink any non-powered ship within 500'. The GM may allow a Sheer Folly sailing maneuver to escape.

15. Dehydration (F) Target loses most of his body water. He must make a RR or lose 1 pt. of temporary strength per 5% failure. Strength can only be regained through normal level advancement.

20. Lord Waterform (F) As *Waterform*, except caster gains the form of a strong water elemental.

25. Lord Wave (F) As *Wave I*, except it will upset any boat or ship and swimmers have a -200.

30. Mist Form (F) This spell allows the caster to transform his body into a cohesive ball of mist. The caster is aware of his surroundings and can fly at his normal walking speed. The caster can alter his shape so that he can seep through cracks in walls and under doors, etc. The caster can not physically effect the world while in this form except through spells from Water Forms. While in this form the caster can only be affected by water destroying spells, and Heat and Electrical criticals are rolled on the slaying chart.

50. Waterform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster takes on the form and abilities of a water elemental savant.

7. Blindness (F) Target is blinded for 1 rnd per 10% failure. Target is at -100 to all activities while blinded.

8. Darkarmor (D) As *Heatarmor* (Elementalist Base list Fire Forms), except protects against dark attacks.

10. Darkform (F) As *Earthform* (Elementalist Base list Earth Forms) except caster gains the form of a weak dark elemental (use light elemental stats except causes cold criticals and electricity critical are slaying).

12. Dark True (F) As *Dark*, except for duration.

13. Shadow Walk True (U) As *Shadow Walk*, except distance traveled is up to 100' per level.

14. Blindness True (F) As *Blindness*, except target is permanently blind.

15. Darkfire Armor (D) As *Fire Armor* (Elementalist Base list Fire Forms), except protects against dark and darkfire attacks.

20. Lord Darkform (F) As *Darkform*, except caster gains the form of a strong dark elemental.

25. Utterdark (F) As *Dark*, above, except cancels all light except for *Utterlight*.

30. Touch of the Grave (F) This spell causes the caster's hand to radiate a cold dark light. The caster then touches his intended victim and the target must make a RR vs. the caster's level or feel the hand of death upon him. If the target fails by more than 100, he is dead. If he fails by 50-99, he ages 10 years and loses 1-10 from each temporary stat. If he fails by 20-49, he ages 5 years and loses 1-5 from each temporary stat. If he fails by 1-19, he ages 1 year and subtracts 1 from each temporary stat. If the target makes his RR, he is stunned for 1 rnd.

50. Darkform True (F) As *Earthform True* (Elementalist Base list Earth Forms), except caster gains the form and abilities of a dark elemental savant.

Edward R. Cassidy

DARK FORMS

ELEMENTALIST BASE

	Area of Effect	Duration	Range
1—Shadow	self	1 min/lvl	self
2—Dark	10'R	1 min/lvl	touch
3—Resist Dark	self	1 min/lvl	self
4—			
5—Shadow Walk	self	-	self
6—			
7—Blindness	target	1 rnd/10%f	100'
8—Darkarmor	self	1 min/lvl	self
9—			
10—Darkform	self	1 min/lvl	self
11—			
12—Dark True	10'R	P	touch
13—Shadow Walk True	self	-	self
14—Blindness True	target	P	100'
15—Darkfire Armor	self	1 min/lvl	self
20—Lord Darkform	self	1 min/lvl	self
25—Utterdark	10'R	1 min/lvl	touch
30—Touch of the Grave	target	-	touch
50—Darkform True	self	1 min/lvl	self

1. Shadow (U) Caster and all his possessions are black as shadows, leaving him nearly invisible in shadows.

2. Dark (F) Caster creates a 10' Radius circle of darkness in which only magical light can exist.

3. Resist Dark (D) As *Resist Heat* (Elementalist Base list Fire Forms), except protects against dark.

5. Shadow Walk (U) Caster can step into shadows and exit from another shadow up to 100' distant.



COMBAT LAW

SEMI-SPELL USER BASE

Note: All the spells on this list take effect at the beginning of the round after they are cast.

	Area of Effect	Duration *	Range
1—Dodge I *	self	1 rnd	self
2—Attack I *	self	1 rnd	self
3—Maneuver I *	self	1 rnd	self
4—Perception I *	self	1 rnd	self
5—Haste I *	self	1 rnd	self
6—Dodge II *	self	2 rnds	self
7—Attack II *	self	2 rnds	self
8—Maneuver II *	self	2 rnds	self
9—Perception II *	self	2 rnds	self
10—Haste II *	self	2 rnds	self
11—Dodge III *	self	3 rnds	self
12—Attack III *	self	3 rnds	self
13—Maneuver III *	self	3 rnds	self
14—Perception III *	self	3 rnds	self
15—Haste III *	self	3 rnds	self
16—Dodge IV *	self	4 rnds	self
17—Attack IV *	self	4 rnds	self
18—Maneuver IV *	self	4 rnds	self
19—Perception IV *	self	4 rnds	self
20—Haste IV *	self	4 rnds	self
25—Dodge True *	self	5 rnds	self
30—Attack True *	self	5 rnds	self
35—Maneuver True *	self	5 rnds	self
40—Perception True *	self	5 rnds	self
45—Haste True *	self	5 rnds	self
50—Combat Mastery	self	1 rnd/lvl	self

- Dodge I (D*)** This spell gives the caster +10 to his defensive bonus for one round.
- Attack I (F*)** This spell gives the caster +10 to his offensive bonus for one round. This bonus may not be used to parry.
- Maneuver I (U*)** This spell gives the caster +10 to one combat related maneuver (i.e., outflanking the opponent—GM's discretion).
- Perception I (U*)** This spell gives the caster +10 to one combat related perception roll.
- Haste I (F*)** This spell allows the caster to take two actions in one round.
- Dodge II (D*)** As above, except the bonus is +20 and the spell lasts two rounds.
- Attack II (F*)** As above, except the bonus is +20 and the spell lasts two rounds.
- Maneuver II (U*)** As above, except the bonus is +20 and the spell lasts two rounds.
- Perception II (U*)** As above, except the bonus is +20 and the spell lasts two rounds.
- Haste II (F*)** As above, except spell lasts two rounds.
- Dodge III (D*)** As above, except the bonus is +30 and the spell lasts three rounds.
- Attack III (F*)** As above, except the bonus is +30 and the spell lasts three rounds.
- Maneuver III (U*)** As above, except the bonus is +30 and the spell lasts three rounds.

- Perception III (U*)** As above, except the bonus is +30 and the spell lasts three rounds.
- Haste III (F*)** As above, except spell lasts three rounds.
- Dodge IV (D*)** As above, except the bonus is +40 and the spell lasts four rounds.
- Attack IV (F*)** As above, except the bonus is +40 and the spell lasts four rounds.
- Maneuver IV (U*)** As above, except the bonus is +40 and the spell lasts four rounds.
- Perception IV (U*)** As above, except the bonus is +40 and the spell lasts four rounds.
- Haste IV (F*)** As above, except spell lasts four rounds.
- Dodge True (D*)** As above, except the bonus is +50 and the spell lasts five rounds.
- Attack True (F*)** As above, except the bonus is +50 and the spell lasts five rounds.
- Maneuver True (U*)** As above, except the bonus is +50 and the spell lasts five rounds.
- Perception True (U*)** As above, except the bonus is +50 and the spell lasts five rounds.
- Haste True (F*)** As above, except spell lasts five rounds.
- Combat Mastery (FDU)** This spell acts as any one of the *True* spells above, except for the duration. The caster must decide which spell it functions as when it is cast.

Edward R. Cassidy



DESTRUCTIVE DISPLACEMENTS

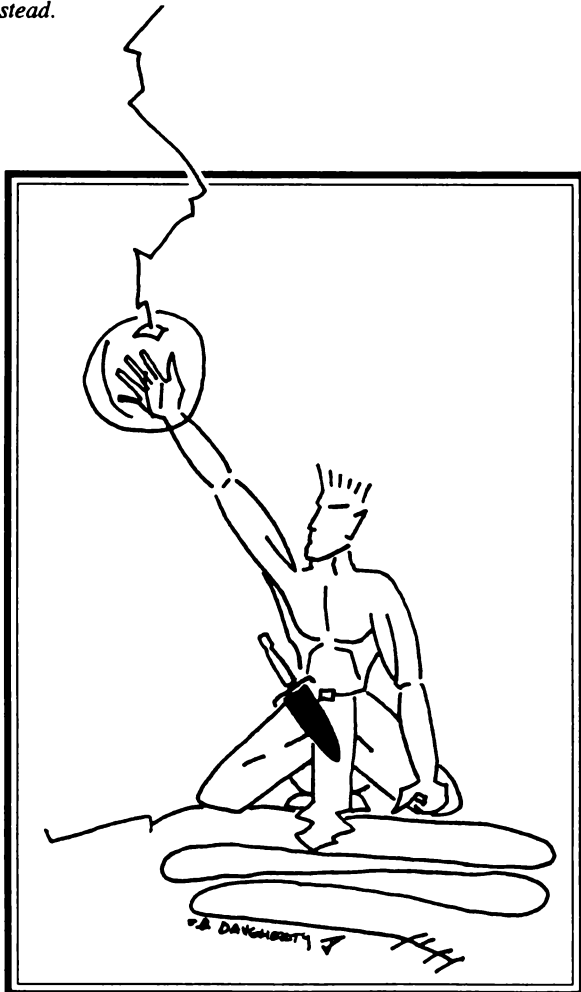
SORCERER BASE

Note: This list presents teleporting as an attack spell—target is transported into a potentially life threatening environment. Sorcerers teleport targets into destructive Elemental Loci; places where the barriers between the mundane world and the Elemental Planes of Existence are weakest. Such locations are greatly affected by the Elemental Planes, manifesting elemental aspects (e.g., underwater, underground, high up in the air, or surrounded by flames). Needless to say, materializing in these areas is hazardous and often deadly to most non-elementals (and some dragons). Elemental Loci are common, always located nearby. For example, a man could be teleported inside solid rock 10' underground, immediately expiring.

Note: The Teleport spells from Lofty Bridge should not be used offensively if this list is available in the campaign. The Caster may utilize Destructive Displacements himself—if he's willing to take the risk.

Note: The listed percentage chance of dying is automatically applied to magically unprepared or unaware targets. A target who is aware of or prepared for the nature of the threat may attempt an Absurd (-70) Spell Mastery or Attunement to avoid this chance of death. Any magical protections or bonuses are subtracted from the chance of dying, on a point-for-point basis. Because of this, some Displacement spells have a chance of dying greater than 100%.

NOTE: Elementals hate this list (and casters possessing it)—with good reason. They receive no RR vs. spells from this list, automatically displacing into the appropriate element (or elemental plane of existence). Generally, this will not harm them however, acting to drive them off instead.



	Area of Effect	Duration	Range
1—Focus	self	one hour	self
2—			
3—Random Displacement I	target	-	50'
4—Stasis I	target	1min/lvl	100'
5—Precise Focus	self	one day	self
6—Random Displacement II	target	-	100'
7—Controlled Displacement I	target	-	50'
8—Stasis II	target	1 hour/lvl	100'
9—Random Displacement III	target	-	200'
10—Controlled Displacement II	target	-	100'
11—			
12—Random Displacement IV	target	-	300'
13—Controlled Displacement III	target	-	200'
14—Stasis III	target	1day/lvl	100'
15—Reverse	target	-	V
16—Random Displacement V	target	-	500'
17—Controlled Displacement IV	target	-	300'
18—			
19—Stasis True	target	1week/lvl	100'
20—Controlled Displacement V	target	-	500'
25—Random Displacement True	target	-	1000'
30—Controlled Displacement True	target	-	1000'
35—True Reverse	target	-	V
40—Random Planar Displacement	target	-	100'
50—Controlled Planar Displacement	target	-	100'

1. Focus (IF) Gives caster a “mental picture” of a general location for use with the various *Controlled Displacement* spells. Caster may teleport target to this site using the appropriate *Controlled Displacement*.

3. Random Displacement I (F) Target teleports to a random location within 100'. Caster chooses a particular area of elemental influence (earth, air, fire, or water) to which the target is displaced. There is a 10% chance of target instantly dying due to rematerialization under the earth, high in the air, deep underwater, within a volcano, etc. (GM's discretion). Otherwise, target will harmlessly reappear in or near an example of that element. If no appropriate terrain is within range the spell has no effect. For example, when no fire or heat is within range, Random Fire Displacement is not possible.

4. Stasis I (F) Target is continually *Displaced* to his exact position, keeping him “out-of-phase”, where he appears transparent or flickering. Since target constantly both materializes and de-materializes in the same place, he is effectively held in stasis. Target may not be harmed while in *Stasis*. After the spell expires, target is once again free and as he was before placed in *Stasis*.

5. Precise Focus (FI) As *Focus*, except gives caster a “mental picture” of one precise location and the surrounding terrain.

6. Random Displacement II (F) As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1000' (about 1/5th of a mile). Additionally, the chance of instant death is 20%.

7. Controlled Displacement I (F) As *Random Displacement I*, except caster can specify the location to which target is displaced by using either *Focus* spell or through direct observation. Caster determines the chance of death, anywhere from 1% to 20%.

8. **Stasis II (F)** As *Stasis I*, except for increased Duration.

9. **Random Displacement III (F)** As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 10,000' (about 2 miles). Additionally, the chance of death is 30%.

10. **Controlled Displacement II (F)** As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1000' (about 1/5th of a mile). Additionally, the chance of death may be anywhere from 2% to 40%.

12. **Random Displacement IV (F)** As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000' (about 19 miles). Additionally, the chance of death is 40%.

13. **Controlled Displacement III (F)** As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 10,000' (about 2 miles). Additionally, the chance of death can be anywhere from 3% to 60%.

14. **Stasis III (F)** As *Stasis I*, except for increased Duration.

15. **Reverse (FH)** Caster can reverse the effects of any *Displacement* spell which is no more than 20th level, if this spell is cast within 1 min/lvl of the *Displacement* spell. This can undo all damage done, returning target to his original position and condition. Reverse is often used in bargaining hostages' lives.

16. **Random Displacement V (F)** As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1,000,000' (about 189 miles). Additionally, the chance of death is 50%.

17. **Controlled Displacement IV (F)** As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000' (about 19 miles). Additionally, the chance of death may be anywhere from 4% to 80%.

19. **Stasis True (F)** As *Stasis I*, except for increased Duration.

20. **Controlled Displacement V (F)** As *Controlled Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 1,000,000' (about 189 miles). Additionally, the chance of death may be anywhere from 5% to 100%.

25. **Random Displacement True (F)** As *Random Displacement I*, except for increased range and the distance displaced, i.e. anywhere within 100,000,000' (about 18,939 miles). Additionally, the chance of death is 70%. Another element may be used (with GM approval): "Quintessence", "Aether", "Void", or "Outer Space" (i.e., target may be sent into space, in which case target's chance of dying is 100%)

30. **Controlled Displacement True (F)** As *Random Displacement True*, except caster can specify the location to which target is displaced by using either *Focus* spell or through direct observation. Caster determines the chance of death, anywhere from 7% to 140%.

35. **True Reverse (FH)** As *Reverse*, except any *Displacement* spell may be counter-acted and the time restriction is 1 day/lvl.

40. **Random Planar Displacement (F)** As *Random Displacement I*, except target shifts into an Elemental Plane of Existence, appearing there in a random location. Chance of death is 100%. This spell may also be used like *Random Displacement True*, except target may be displaced anywhere in the galaxy.

50. **Controlled Planar Displacement (F)** As *Random Planar Displacement*, except caster can specify the exact location to which target is displaced (provided he knows of its existence). Chance of instantly dying may be varied anywhere from 10% to 200%.

Joe Gubbini

DRAGON MASTERY

ARCANE

Note: This list is intended for use in worlds/cultures where dragons and humans are not so much adversarial as allied. The spells are primarily meant to aid in interactions with dragons in a peaceful or scholarly manner. GMs should examine this list carefully to determine if it is appropriate for their world.

For the purposes of this list, dragons are defined as: Great Drakes, Lesser Drakes, Minor Drakes (Wyverns), and Oriental Dragons, found in sections 2.32 of C&T and 4.0 of C&T II.

	Area of Effect	Duration	Range
1—Dragon Typing	1 drake	-	200'
2—Dragon Tongues I c	self	C	self
3—Charm Protection	self	1 min/lvl	self
4—Dragon Lore	1 drake	-	100'
5—Riddle Game	1 drake	V	50'
6—Poison Protection	self	1 min/lvl	self
7—Dragon Tongues II c	self	C	self
8—Clotting c	1 drake	C	touch
9—Elemental Protection	self	1 min/lvl	self
10—Befriend	1 drake	1 hr/10% f	100'
11—Empathic Link	self	10 min/lvl	300'
12—Dragon Tongues III c	self	C	self
13—Detect Character Flaw	1 drake	-	100'
14—Dragon Lore True	1 drake	-	100'
15—Suggestion	1 drake	V	50'
16—Telepathic Link	self	10 min/lvl	500'
17—Beguile	self	10 min/lvl	self
18—Detect Physical Flaw	1 drake	-	100'
19—Regeneration c	1 drake	C	touch
20—Protection True	self	10 min/lvl	self
25—Dragon Summons	1 drake	1-8 hrs	1 mi/lvl
30—Geas	1 drake	V	50'
50—Dragon Mastery	self	1 rnd/lvl	self

1. **Dragon Typing (IU)** Caster studies the general type of dragon encountered (e.g., fire, ice, gas, etc.). A dragon must be "typed" prior to casting certain higher level spells, noted below.

2. **Dragon Tongues I (U)** Allows caster to communicate in the native tongue of the "typed" dragon. Only basic concepts and ideas may be related.

3. **Charm Protection (D)** Provides caster with a +20 bonus to RR vs the beguiling effects of a "typed" dragon's speech or magical charm spells.

4. **Dragon Lore (I)** Caster acquires basic knowledge of one "typed" dragon's sex, approximate age (young, mature, ancient), and a general idea of its magical abilities, if any (modest, potent).

5. **Riddle Game (P)** Caster engages the dragon in a riddle game which lasts until one party answers incorrectly (or cannot answer). The conditions and victor's prize are determined jointly by both parties before the game commences. Note that this spell does not provide the riddles or correct answers, but binds both parties to a set of inviolable, predetermined rules (GM's discretion).

6. **Poison Protection (D)** Provides caster with a +20 bonus to RR vs. poison attacks (including gas) of a "typed" drake.

7. **Dragon Tongues II (U)** As *Dragon Tongues I*, but caster may communicate more complex subjects, although there remains a chance of misinterpretation.

8. **Clotting (H)** Caster can staunch bleeding at a rate of 1 hit/round of concentration on the target drake. For 1 hour the target can move at no more than a walking pace and make no maneuver more difficult than Routine or bleeding will resume.

9. Elemental Protection (D) Provides caster with a +20 bonus to DB vs. the elemental or acid attack of a "typed" drake.

10. Befriend (M) For the spell duration, the "typed" dragon believes caster is a friend. Violent or hostile actions negate the spell's effect.

11. Empathic Link (P) Caster is empathically linked with a "typed" dragon for the duration of the spell. This provides the caster emotional feedback about the dragon's present state (but also gives the dragon similar information about the caster. The spell has inherent dangers — the caster has a 1% chance of being overwhelmed by the dragon's mind for each level he is less than the drake's. If this occurs, spell duration is increased 100x or until the dragon releases caster from the empathic link, whichever comes first.

12. Dragon Tongues III (U) As *Dragon Tongues I*, but caster may communicate fluently in the native tongue of one dragon. Allows conversation on esoteric or complex subjects with minimal chance of misunderstanding.

13. Detect Character Flaw (IP) Provides caster with knowledge of one character flaw (such as greed, ambition, laziness, etc.) in a "typed" dragon.

14. Dragon Lore True (I) Caster acquires specific and detailed information regarding a dragon's age, magical abilities (realm and profession, if any), outlook (good, evil, hostile, passive, etc.) and legendary aspects of the creature. If applicable, this spell also reveals the presence of one noteworthy item in the dragon's hoard.

15. Suggestion (M) Caster causes the dragon to perform one action which is not inconsistent with its nature or well-being.

16. Telepathic Link (P) Caster is telepathically linked with "typed" dragon for the spell's duration. This gives the caster two-way mental contact with the creature. With the use of this spell, deception by either party is virtually impossible. For each level he is below the drake, the caster has a 2% chance of being overwhelmed by the dragon's mind and spell duration is increased 100x or until the dragon releases the caster from the link, whichever comes first.

17. Beguile (U) Caster becomes a witty and engaging speaker in the "typed" dragon's tongue. Permits fascinating reparté which entices the dragon to continue the conversation for the spell duration (providing there is no threat to the dragon's well-being).

18. Detect Physical Flaw (IP) Provides caster with knowledge of one physical flaw, if any, in the "typed" dragon's physical form, such as a missing scale, a blind eye, a hole in its wing, a weak limb, etc. Also diagnoses current injuries for purposes of healing.

19. Regeneration (H) Caster may repair one area of muscle, nerve, organ or bone damage on a dragon by concentrating. Length of concentration will vary depending on the severity of the injury (GM's discretion).

20. Protection True (D) Caster receives a +50 bonus to DB vs. elemental or acid attacks by the "typed" drake. In addition, it provides a +50 bonus to RR vs. poison, charm or beguilement magic.

25. Dragon Summons (M) Casters summons one dragon of a specified "type" within the spell range. If no dragon of that type is present, the spell has no effect. Spell duration is the length of time required for the dragon to reach caster.

30. Geas (M) Caster assigns the "typed" drake one task, failure results in a penalty determined by the GM's (task must be within the capabilities of the dragon).

50. Dragon Mastery (U) Caster may use one lower level spell from this list each round.

Laura Reutter

HEARTFIRES

SPECIAL

Note: This list is not in the 'public domain' of spell lists, but may only be learned by *Dragons*, *Magedrakes*, *Silverscales*, and other creatures who may assume the form of dragons through a natural shapechanging ability (i.e., the ability to use *Shapechange True* to change to dragon form does not enable the caster to make the metaphysical adjustments and shifts of mental perspective to comprehend and use this list). The GM may wish to restrict the use of this list to an Arcane Society (such as the Council of Magedrakes). Spells on this list can only be cast while the caster is in dragon form.

	Area of Effect	Duration	Range
1—Mantongue	self	C	self
2—Commune	1 Drake	C	—
3—Drake Summons	1 Drake	—	—
4—Lairguard	10'R/lvl	P	—
5—Breath Ranging I*	self	1 attack	V
6—Trueflight I	self	1 min/lvl	self
7—Lesser Manform	self	1 hr/lvl	self
8—Lairgate	self	—	—
9—Earthheart Sight*	self	1 min/lvl	100'/lvl
10—Breathstrike I*	self	1 attack	self
11—Breath Ranging II*	self	1 attack	V
12—Trueflight II	self	1 min/lvl	self
13—Drakemight	self	1 rnd/lvl	self
14—Skinfield	self	1 rnd/lvl	self
15—Razorclaw	self	1 rnd/lvl	self
16—Breath Ranging III*	self	1 attack	V
17—Lord Trueflight	self	1 min/lvl	self
18—Drakemight II	self	1 rnd/lvl	self
19—Greater Manform	self	24 hr/lvl	self
20—Breathstrike II*	self	1 attack	self
25—Earthheart	self	1 min/lvl	self
30—Breathstrike III*	self	1 attack	self
40—Drakemight III	self	1 rnd/lvl	self
50—Drakelord's Might	V	V	V

1—Mantongue (F) Allows drake to speak the (comparatively) simple tongues used by humans in his presence.

2—Commune (F) Allows two or more drakes who have met previously to mentally commune with each other regardless of range.

3—Drake Summons (F) Allows a drake to mentally summon another drake who he has previously met (assuming the other drake is willing).

4—Lairguard (I) Warns of intruders in drake's lair regardless of distance. Caster may only have one of these spells in effect at any one time.

5—Breath Ranging I* (U) Doubles range of one breath attack.

6—Trueflight I (U) Doubles flight speed.

7—Lesser Manform (U) Drake can alter his form to match that of any humanoid race he is familiar with. While changed, the drake loses his natural defenses and immunities dependent on size and strength of form (Hits, Armor Type, use of the Super-Large Creatures critical strike tables, etc.).

8—Lairgate (U) Allows instantaneous travel to lair. *Lairguard* must be cast and in effect before this spell can be used.

9—Earthheart Sight* (U) Allows caster to see any targets with *Misfeel*, *Invisibility*, the true form of any target which has been artificially altered (not targets with a natural shapechanging ability), illusions, or targets who are "out of phase" or otherwise displaced.

FEY MAGIC

SPECIAL

10—Breathstrike I* (U) Caster's next breath attack will do double concussion damage. Costs the use of one additional breath attack (e.g. if breath weapon can be used once per minute, the after the use of this spell the next breath weapon cannot be used for two minutes).

11—Breath Ranging II* (U) As *Breath Ranging I*, except range is tripled.

12—Trueflight II (U) As *Trueflight I*, except flight speed is tripled.

13—Drakemight I (U) Caster's melee attacks will do double concussion damage for the duration of this spell.

14—Skinfield (U) When attacked by armor-cutting weapons, chance of a successful armor-cut against the caster is reduced by 1% per caster's level.

15—Razorclaw (U) All claw/talon attacks will yield an additional slash critical of equal severity (use same roll) for the duration of this spell.

16—Breath Ranging III* (U) As *Breath Ranging I*, except range is quadrupled.

17—Lord Trueflight (U) As *Trueflight I*, except flight speed is x5.

18—Drakemight II (U) As *Drakemight I*, except all melee attacks do 3x damage.

19—Greater Manform (U) As *Lesser Manform*, except drake retains his 'strength of form' in both drake and human guises (including hits, AT, Super-large classification, etc.).

20—Breathstrike II* (U) As *Breathstrike I*, except damage is 3x normal and it costs the use of two additional breath attacks.

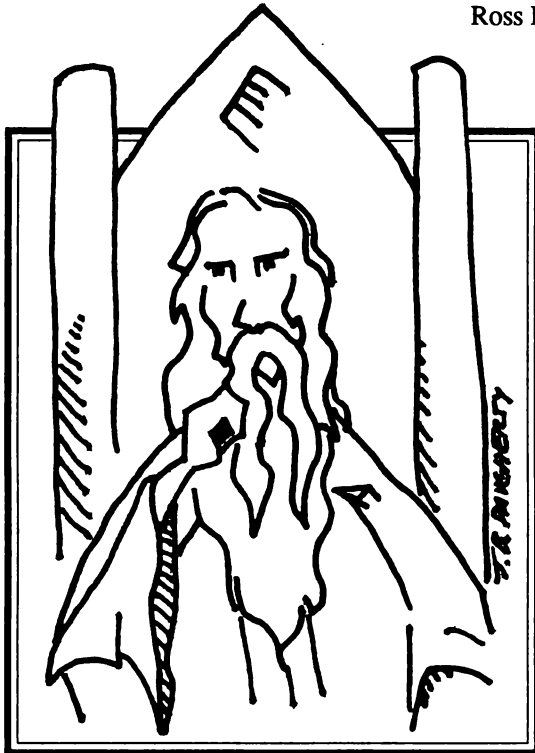
25—Earthheart (D) Protects either caster's heart or his birth spot (the spot on most drakes where scales fail to develop properly). Negates any critical strike to protected area unless it is from an armor-cutting weapon which successfully makes its armor-cut roll.

30—Breathstrike III* (U) As *Breathstrike I*, except damage is 4x normal and it costs the use of three additional breath attacks.

40—Drakemight III (U) As *Drakemight I*, except all melee attacks do 4x damage.

50—Drakelord's Might (U) Caster can use any combination of spells from this list in one round provided that the sum of their levels does not exceed his own.

Ross Henton



Notes: This list gives a magical feel to faerie encounters. Only faeries may learn Fey Magic. The GM should examine the list carefully before granting it to player characters. The Fey Magic list represents inherent abilities in certain fey beings, and therefore it comes from no particular realm. For example, a Mentalist would learn Fey Magic as Mentalism, while an Illusionist learns it as Essence. A GM might allow NPC Elves and Hobbits to know the first five spells on this list. This explains why races with the worst Self Discipline modifiers are considered most stealthy. Casting Fey Magic spells may be accomplished through the use of Rituals, if the GM permits. Low level fey can cast higher level spells which require no power points by using Rituals. Such spells represent the most fundamental magic abilities. Certain spells on this list (such as *Distraction*, *Fey's Bolt*, etc.) require that the GM determine appropriate spell effects, based on the type of faerie casting the spell. Only one Fey King and one Faerie Queen rule at any time (although they need not necessarily be allied). Optionally, the Fey rulers control the distribution of this list.

	Area of Effect	Duration	Range
1—Become Visible *	self	1 rnd	self
2—Stealth *	self	1 min/lvl	self
3—Distraction •	target	1 rnd/10%f	100'
4—Sound Mirage	10'R	10 min/lvl	100'
5—Invisibility *	self	V	self
6—Light Mirage	10'R	10 min/lvl	100'
7—Confusion •	target	1 rnd/10%f	100'
8—Pick Pocket ••	target	-	T
9—Fumble •	target	1 rnd/10%f	100'
10—Fey's Bolt	target	-	100'
11—(Un)Lock •	1 lock	-	100'
12—Phantasm	10'R	10 min/lvl	100'
13—Long Door ••	target	-	10'
14—Sleep •	target	1 hr/10%f	100'
15—Fey's Ball	10'R	-	100'
20—Amnesia •	target	1 day/10%f	100'
25—Long Sleep •	target	1 month/10%f	100'
30—Bless/Curse •	target	P	T
40—Long Sleep True •	target	1 year/lvl	100'
50—Fey Mastery	self	1 rnd/lvl	self
60—Reincarnation	dead fey spirit	P	T
75—Fey King/Queen	self	P	self

1. Become Visible (UF*) This spell allows the caster to become visible for one round without affecting any previously cast *Invisibility* spell. Caster becomes visible the round after this spell is cast. During this round, the caster's invisibility spell will remain intact regardless of his actions (even attacks). In the round afterwards, the caster once again becomes invisible.

2. Stealth (UF*) Grants the caster a +75 bonus to Stalk and Hide rolls.

3. Distraction (FM•) Target is at -30 for all actions. The nature of the distraction should vary from whipping winds to sneezing fits (GM's discretion based on the race of faerie).

4. Sound Mirage (F) Caster creates a simple set of immobile sounds in a 10'R radius.

5. Invisibility (F*) Caster and everything around him (up to 1'R radius) is invisible for 24 hours or until he makes a violent action.

6. Light Mirage (F) As *Sound Mirage*, except a single immobile image no larger than 10'R radius is created.

7. **Confusion (M•)** Target is incapable of making decisions or initiating action; he may continue to fight current foes or in self defense.

8. **Pick Pocket (FP••)** Caster may remove one object from the target's person, unless target makes a RR. If target makes his RR by more than 25, he knows of the attempted pickpocketing.

9. **Fumble (F•)** Target's moving maneuvers are modified by -100. If he tries to attack, he will fumble.

10. **Fey's Bolt (E)** A bolt is shot from caster's hand. This attack is resolved on the *Shock Bolt* table using criticals determined by the GM for each race of faerie. Some examples are: Acid criticals for Gremlins, Water (Impact) for Fosse-Grims, and so on.

11. **(Un)Lock (F•)** Caster can cause any lock/door/container touched to be locked or unlocked (lock is normally locked and can be readily opened).

12. **Phantasm (F)** Same as Illusionist spell *Phantasm II* on Illusion Mastery.

13. **Long Door (F••)** Caster teleports target to any point up to 100' away.

14. **Sleep (M•)** Target falls into a deep sleep, from which he may not be awakened.

15. **Fey's Ball (F)** A 1'r. ball of Essence is shot from the caster's palm; it explodes in a 10' Radius. Results of this attack are rolled on the *Cold Ball* attack table using appropriate criticals (GM discretion). For example, Water (Impact) criticals for Naiads, Cold criticals for Frost Sprites, etc.

20. **Amnesia (M•)** Target loses all his memories, but not his skills.

25. **Long Sleep (M•)** As *Sleep*, except for duration.

30. **Bless/Curse (F•)** Caster bestows a blessing or curse upon a newborn baby. For instance, Great Beauty/Ugliness, Health/Sickness, etc. GM must use discretion with this spell.

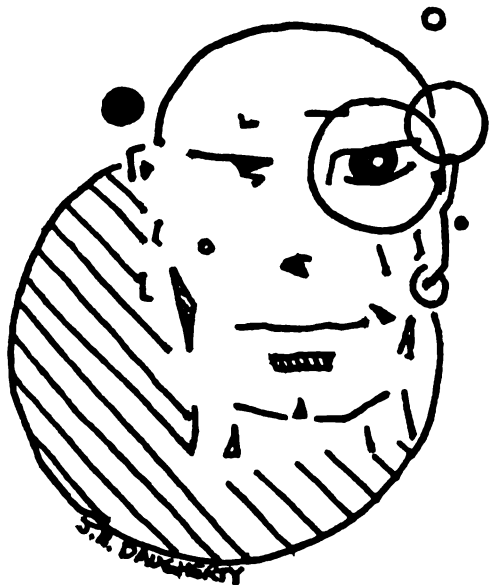
40. **Long Sleep True (M•)** As *Long Sleep*, except for the duration.

50. **Fey Mastery (U)** Caster may use one lower level spell off this list each round, spell lasts one rnd/lvl.

60. **Reincarnation (FH)** If this spell is cast on a dead fey before its spirit leaves its body, then it will be reincarnated in a new-born or recently created body (GM discretion).

75. **Fey King/Queen (FDU)** Grants caster a visible aura of demigodhood. Caster gains the following bonuses: +25 DB, +25 RR, +25 OB, +5 ranks AT (i.e., AT 6 becomes AT 11). Criticals done to the caster use the Large Creature table, and +25 to all skills. There can be only one Fey King and Queen at a time. The caster of this spell is also the only being able to teach the casting of spells from this list.

Ed Cassidy and Tim Taylor



MANA MASTERY

ARCANE

	Area of Effect	Duration	Range
1—			
2—Mana Sight	target	1 min/lvl	10'
3—			
4—			
5—Cancel Mana *	self	C	self
6—			
7—			
8—Mana Blast I	target	-	100'
9—			
10—Mana Blast II	target	-	200'
11—Dispel Mana *	10'R	C	self
12—			
13—Mana Eruption	1'/lvl	-	self
14—			
15—Mana Blast III	target	-	300'
20—Mana Blast True	target	-	500'
25—UnMana	target	1 day/10%f	100'
30—Mana Bar	target	P	100'
50—Mana Mastery	self	1 rnd/lvl	self

2. **Mana Sight (F)** Caster can sense any major source of magical energy within his range. Intelligent magical beings should get a RR.

5. **Cancel Mana (F•)** As long as the caster concentrates, all spells cast directly at the caster must make a RR (vs. this spell) before affecting the caster. If the attacking spell makes the RR then the spell is resolved normally.

8. **Mana Blast I (F)** A bolt of pure magical energy is shot from the caster's hand. If the target fails his RR (at -10) then he takes an Essence critical as follows: failure by 1-20 = 'A', 21-30 = 'B', 31-40 = 'C', 41-50 = 'D' and more than 50 = 'E'. *Note: this is raw magic and not a conjured element, therefore, this spell requires a BAR and not an EAR.*

10. **Mana Blast II (F)** As above except for the range and a -20 RR penalty.

11. **Dispel Mana (F•)** As *Cancel Mana* above, except for a 10' Radius and existing spells are affected (but they receive a +30 bonus).

13. **Mana Eruption (F)** As *Mana Blast II*, except that it affects a 1'/lvl radius centered on the caster (the caster is not affected by this spell).

15. **Mana Blast III (F)** As above, except for the range and a -30 RR penalty.

20. **Mana Blast True (F)** As above, except for the range and a -50 RR penalty.

25. **UnMana (F)** Target has no power points and thus can cast no spells for one day per 10% failure (this also includes adders and multipliers, etc.). This spell can also be cast against intelligent items which have spell casting abilities.

30. **Mana Bar (F)** Target is permanently cut off from all magic energy. He can cast no spells (as in *UnMana* above) plus he can use no items with spells (i.e., Daily items, runes, etc.). This spell may only be reversed by the following methods: Have it recast and then the original *Mana Bar* gets a RR vs. the second casting, *Remove Curse*, *Transformation Wish*, or the caster's death.

50. **Mana Mastery (F)** Caster can use one lower level spell from this list once per round.

Edward R. Cassidy

TRANSFORMATIONS

ARCANE

Note: *Transformation spells only affect living targets and Transmutation spells only affect non-living targets. The Transformation spells that deal with a specific ability will only affect that part of the target that the GM feels is appropriate. For example; if the caster wants to give his henchman water breathing ability then only his neck will be transformed (i.e., gills). Some GMs might feel that the use of these spells during combat could be unbalancing, therefore it is suggested that these spells take extra time to cast, perhaps 10 min to 1 hr extra (GM's discretion) per spell. This could be rationalized by saying that the target needs to be prepared for the spells to work. The GM might want to use Physical Alteration criticals with this list (to make it possibly take more than one spell casting to accomplish a desired affect). The GM would have to assign severities based on the level of the Transformation spell and the dissimilarities between the target and the "studied" being. When a target is transformed, the final form it takes will be in the same physical condition as before the Transformation, i.e., if the target was injured the new form will have equivalent injuries. These spells can not be used to "cheat death".*

	Area of Effect	Duration	Range
1—Detect Transformation	target	1 rnd	100'
2—Study Plant/Animal/Object	target	1 rnd	10'
3—Transformation I	target	1 hr/10% f	10'
4—Study Beast/Humanoid	target	1 rnd	10'
5—Transformation II	target	1 hr/10% f	10'
6—Transmutation I	object	1 hr/10% f	10'
7—Transformation III	target	1 hr/10% f	10'
8—Transmutation II	object	1 hr/10% f	10'
9—Transformation IV	target	1 hr/10% f	10'
10—Transmutation III	object	1 hr/10% f	10'
11—Multi-Transformation II	target	-	10'
12—Transmutation IV	object	1 hr/10% f	10'
13—Transformation V	target	1 hr/10% f	10'
14—Transmutation V	object	1 hr/10% f	10'
15—Transformation VI	target	1 hr/10% f	10'
16—Transmutation VI	object	1 hr/10% f	10'
17—Multi-Transformation III	target	-	10'
18—Transformation VII	target	1 hr/10% f	10'
19—Transmutation True	object	1 hr/10% f	10'
20—Multi-Transformation IV	target	-	10'
25—Transformation VIII	target	1 hr/10% f	10'
30—Transformation IX	target	1 hr/10% f	10'
50—Transformation True	target	varies	10'

1. Detect Transformation (I) Allows caster to know if the target is under the influence of a *Transformation* spell.

2. Study Plant/Animal/Object (I) Allows the caster to memorize the appearance and form of one plant, animal or object for use with spells on this list.

3. Transformation I (F) This spell allows the caster to alter the outward appearance of the target to resemble that of one "studied" being. This includes skin color, texture, hair, feathers, etc. This spell will not alter the size, scent or abilities of the target. For example, an orc transformed into a rose bush would look like a rose bush but still feel (and smell) like an orc. Note that this spell, and all other *Transformation* spells, will only function on living targets.

4. Study Beast/Humanoid (I) Allows the caster to memorize the appearance and form of one beast (i.e., a monster) or one humanoid for use with spells on this list.

5. Transformation II (F) As *Transformation I*, except allows the caster to effect changes in the form of the target's skin or skin covering to match that of one studied being. For example, it would take a *Transformation I* to give a target the appearance of a bear but a *Transformation II* to give the AT 4.

6. Transmutation I (F) This spell allows the caster to alter the outward appearance of an object to resemble that of one "studied" object. This includes color and texture. This spell will not alter the size, scent or abilities of the object. This spell, and all other *Transmutation* spells, will only function on non-living targets.

7. Transformation III (F) As *Transformation I*, except allows the caster to alter the size and shape of the target to match that of one studied being. The change in size can not be greater than +/- 10% per level of the caster.

8. Transmutation II (F) As *Transmutation I*, except allows the caster to alter the size and shape of an object to match that of one studied object. The change in size can not be greater than +/- 10% per level of the caster.

9. Transformation IV (F) As *Transformation I*, except caster can alter the target so as to give it the movement capabilities of one studied being. For example, a henchman could be given the wings of an eagle.

10. Transmutation III (F) Allows the caster to transform the material composition of an object into that of a studied object. For example, with this spell the caster could turn lead into gold.

11. Multi-Transformation II (F) With this spell the caster can alter the target in such a way as to combine aspects of two different studied beings or objects. For example, a target could be given the size and shape of a field mouse (with a *Transformation III*) and the AT of a war troll (with a *Transformation II*). Note that the *Transformation* or *Transmutation* spells must still be cast (immediately after this spell) and this is the only way that one target can have *Transformations* or *Transmutations* based on different beings at the same time.

12. Transmutation IV (F) As *Transmutation I*, except this spell allows the caster to transform an object into a studied object that has moving parts (i.e., functioning machinery).

13. Transformation V (F) As *Transformation I*, except caster can give the target non-attack special organs or parts from one studied being. For example, the target could have the underwater breathing abilities of a fish or the infrared vision of an orc.

14. Transmutation V (F) As *Transmutation I*, except this spell allows the caster to transform an object into a studied object that has nonmagical bonuses. The transmuted object will have the same bonuses as the studied object.

15. Transformation VI (F) As *Transformation I*, except allows the caster to transform the target in such a way as to give it the physical attacks of one studied being.

16. Transmutation VI (F) As *Transmutation V*, except it applies to objects with magical bonuses.

17. Multi-Transformation III (F) As above, except aspects of three different beings or objects may be combined.

18. Transformation VII (F) As *Transformation I*, except this spell transforms the aura and presence of the target to that of one studied being so that to detection spells the target appears to be the studied being.

19. Transmutation True (F) As *Transmutation I*, except allows caster to give a target object a magical ability from one studied object. Only one ability may be transmuted per casting of this spell. The kind of abilities that may be transmuted include imbedded spells, spell-like abilities, adders or multipliers, etc. The target object must have a similar (GM discretion) ability to be transmuted (i.e., this spell does not create temporary magic items).

20. Multi-Transformation IV (F) As above, except aspects of four different beings or objects may be combined.

25. Transformation VIII (F) As *Transformation I*, except this spell will allow the caster to completely transform a living target into one studied object. While transformed the target is in suspended animation so that he does not age and is unaware of his surroundings. If the object is damaged the GM must extrapolate the damage to the target once the spell is over.

30. Transformation IX (F) As *Transformation I*, except allows the target to have the magical abilities of one studied being. This includes breath weapons and abilities like turning targets to stone.

50. Transformation True (F) As *Transformation I*, except this spell will either function as a *Multi-Transformation V* or it will make the duration of any *Transformation* or *Transmutation* spells previously cast permanent.

Edward R. Cassidy

TRANSMUTATIONS

ARCANE

Note: *Magical things get double their level with regard to Resistance Rolls vs spells from this list. Things without a level designation which are not being held, worn, or protected by someone resist as if they were 5th level. (with respect to the spells on this list). "Δ" means that the spell is reversible; transmutation can be in either direction. GMs may wish to make some extraordinary materials (kregora, mithril) outside the scope of this spell list.*

	Area of Effect	Duration	Range
1—Ice/Water Δ	10 ft ³ /lv1	P	100'
2—Earth/Mud Δ	10 ft ³ /lv1	P	100'
3—Earth/Sand Δ	10 ft ³ /lv1	P	100'
4—Wood/Earth Δ	10 ft ³ /lv1	P	100'
5—Stone/Earth Δ	10 ft ³ /lv1	P	100'
6—Metal/Stone Δ	10 ft ³ /lv1	P	100'
7—Flesh/Stone Δ	target	P	100'
8—Mud/Water Δ	10 ft ³ /lv1	P	100'
9—Sand/Dust Δ	10 ft ³ /lv1	P	100'
10—Liquid/Water Δ	10 ft ³ /lv1	P	100'
11—Water/Air Δ	10 ft ³ /lv1	P	100'
12—Dust/Air Δ	10 ft ³ /lv1	P	100'
13—Gas/Air Δ	10 ft ³ /lv1	P	100'
14—Air/Fire Δ	10 ft ³ /lv1	P	100'
15—Transmute II	10 ft ³ /lv1	P	100'
20—Transmute III	10 ft ³ /lv1	P	100'
25—Transmute IV	10 ft ³ /lv1	P	100'
30—Transmute V	10 ft ³ /lv1	P	100'
50—Transmutations	self	1 rnd/lvl	100'

1. Ice/Water (FΔ) Melts 10 cubic ft/lvl of ice, instantly. This spell is reversible, i.e. water may be made to freeze.

2. Earth/Mud (FΔ) As *Ice/Water*, except turns earth into soft mud.

3. Earth/Sand (FΔ) As *Ice/Water*, except turns earth into sand.

4. Wood/Earth (FΔ) As *Ice/Water*, except turns wood into earth.

5. Stone/Earth (FΔ) As *Ice/Water*, except turns stone into earth.

6. Metal/Stone (FΔ) As *Ice/Water*, except turns metal into stone.

7. Flesh/Stone (FΔ) As *Ice/Water*, except turns the flesh of one target to stone. The target is not dead *per se*, but held in stasis within his stony body. When the spell is reversed on a previous target (*Stone/Flesh*), he is once again alive. If *Stone/Flesh* is used on ordinary stone, the result is a mass of undifferentiated flesh (which may or may not be poisonous to eat, GM discretion).

8. Mud/Water (FΔ) As *Ice/Water*, except turns mud into water.

9. Sand/Dust (FΔ) As *Ice/Water*, except turns sand to fine dust.

10. Liquid/Water (FΔ) As *Ice/Water*, except turns any liquid into pure drinking water.

11. Water/Air (FΔ) As *Ice/Water*, except turns water into air.

12. Dust/Air (FΔ) As *Ice/Water*, except turns dust into air.

13. Gas/Air (FΔ) As *Ice/Water*, except turns any gas into breathable air. The reverse (*Air/Gas*) can turn air to poison gas.

14. Air/Fire (FΔ) As *Ice/Water*, except turns air into fire. Treat this conflagration as a +10 *Fireball* attack. The reverse (*Fire/Air*) will quell any blaze.

15. Transmute II (F) Affects the targeted volume as any two "Δ" type spells in the same round and as one spell for RR purposes. For example, a wooden gate may be changed to earth and then to sand; a wall of earth may be transmuted to stone and then any metal; a pool of water becomes air and then fire; etc.

20. Transmute III (F) As *Transmute II*, except three spells may be combined, such as turning ice to water to air to fire.

25. Transmute IV (F) As *Transmute II*, except four spells may be combined, e.g. changing flesh to stone to earth to sand to dust.

30. Transmute V (F) As *Transmute II*, except five spells may be combined, e.g. altering metal into stone into earth into mud into water into air.

50. Transmutations (F) Caster may cast one lower level spell from this list each round.

Tim Taylor

WILL BREAKER

ARCANE

Note: *Will is defined as the total of the following stat bonuses: SD + Re + Pr + In + Em (see Rolemaster Companion, section 5.1). Caster is considered the "Item" for purposes of Will Contests. When target's Will falls below zero (by using Dull Will), he becomes extremely susceptible to subsequent spells cast from this list by the caster. For 1 day/lvl, target automatically fails his RR vs spells from this list which are thrown by caster. If a target's Will is reduced to zero, his level is halved for purposes of resisting spells from this list used by caster. Spirits (or Souls) of people killed while Dreaming or Sleeping are trapped in their own dreams (rather than passing on to their proper plane). These folks (actually their Spirits) may be rescued by a Dream Lord or Shaman.*

	Area of Effect	Duration	Range
1—Greetings * *	target	V	10'
2—Know Will *	target	—	100'
3—Alter Mood *	target	1 min/10%f	100'
4—Sincerity * *	self	1 min/lvl	self
5—Day Dream	target	1 rnd/10%f	100'
6—Dull Will I	target	1 min/10%f	100'
7—Sleep	V	V	100'
8—Dream I	target	V	10'
9—Dream Obsession	target	1 day/10%f	100'
10—Charm Kind	target	1 hour/10%f	100'
11—Day Dream True	target	1 rnd/10%f	100'
12—Dull Will II	target	2 min/10%f	100'
13—Dream II	target	V	10'
14—Suggestion	target	V	10'
15—Will Contest I	target	V	1/lv
16—Dream III	target	V	10'
17—True Charm	target	1 hour/10%f	100'
18—Dull Will III	target	3 min/10%f	100'
19—True Sleep	V	P	100'
20—Domination	target	1 hour/10%f	10'
25—Will Contest II	target	V	2/lv
30—Dull Will V	target	5 min/10%f	100'
35—Will Contest III	target	V	3/lv
50—Will Breaker	self	1 rnd/lvl	self

1. Greetings (P)** When the caster first meets someone, he may cast this spell and make a "first impression." This impression may be whatever the caster wishes, e.g. trustworthy, kind, dangerous, crazy, harmless, etc. For example, the target may instinctively feel that the caster is a "decent sort of chap." First impressions might modify future interactions with caster.

2. Know Will (I*) Caster gains general knowledge of target's Will (e.g. very low, medium, extremely high, etc.).

3. Alter Mood (PM*) Allows caster to alter the target's mood (e.g. angry, sad, happy, relaxed, irrational, etc.). Caster is also slightly affected when using this spell, acquiring the opposite mood or mental state!

4. Sincerity (U)** Caster gains a +25 bonus to all Linguistic and Social Skills for being really sincere.

5. Day Dream (M) Target gets lost in a Day Dream; effectively -25 to all activities for the duration. It's pleasant, though...

6. Dull Will I (M) Temporarily reduces target's Will by 1-10.

7. Sleep (M) Causes target(s) to fall into a natural sleep; the total number of levels affected is equal to the caster's level (e.g. an 8th level caster could affect eight 1st level beings; four 2nd level; one 3rd lvl, two 2nd lvl, and one 1st lvl; etc.). Caster should assign target priority, i.e., which is the first potential target, the second, and so on.

8. Dream I (M) During target's next sleep period, the mood/tonal/ambience of his dreams are pre-determined by the caster. Caster sets one dominant theme of target's dreams (e.g. sadness, being lost, looking for something, humiliation, fear, etc.). This may necessitate Depression, criticals or other adverse effects (GM discretion).

9. Dream Obsession (MP) Target's dreams provide wonderful entertainment so fabulous that he always wants to sleep. This is considered a curse and subject to removal or neutralization.

10. Charm Kind (M) Humanoid target believes caster is a good friend.

11. Day Dream True (M) As *Day Dream*, except modifier is -50.

12. Dull Will II (M) Temporarily reduces target's Will by 2-20.

13. Dream II (M) As *Dream I*, except caster sets two moods.

14. Suggestion (M) Target will follow a single suggested act that is not completely alien to him (e.g. no suicide suggestions, no blinding himself suggestions, etc.).

15. Will Contest I (M) Target is forced to undergo a Will Contest (see *RMCI*, section 5.1). Consider the caster to be the "Item." The Will Contest may last several rounds, but the caster receives a +10 bonus to his Will during the first round. Neither caster nor target may take any action while the Will Contest continues.

16. Dream III (M) As *Dream I*, except caster sets three moods.

17. True Charm (M) As *Charm Kind*, except any sentient being may be affected.

18. Dull Will III (M) Temporarily reduces target's Will by 3-30.

19. True Sleep (M) As *Sleep*, except target(s) may not be reawakened without resorting to magic (e.g. *Cancel Arcane*, *Remove Curse*, *Awaken*, herbs, etc.).

20. Domination (M) As *Suggestion*, except target follows all reasonable suggestions for the spell's duration.

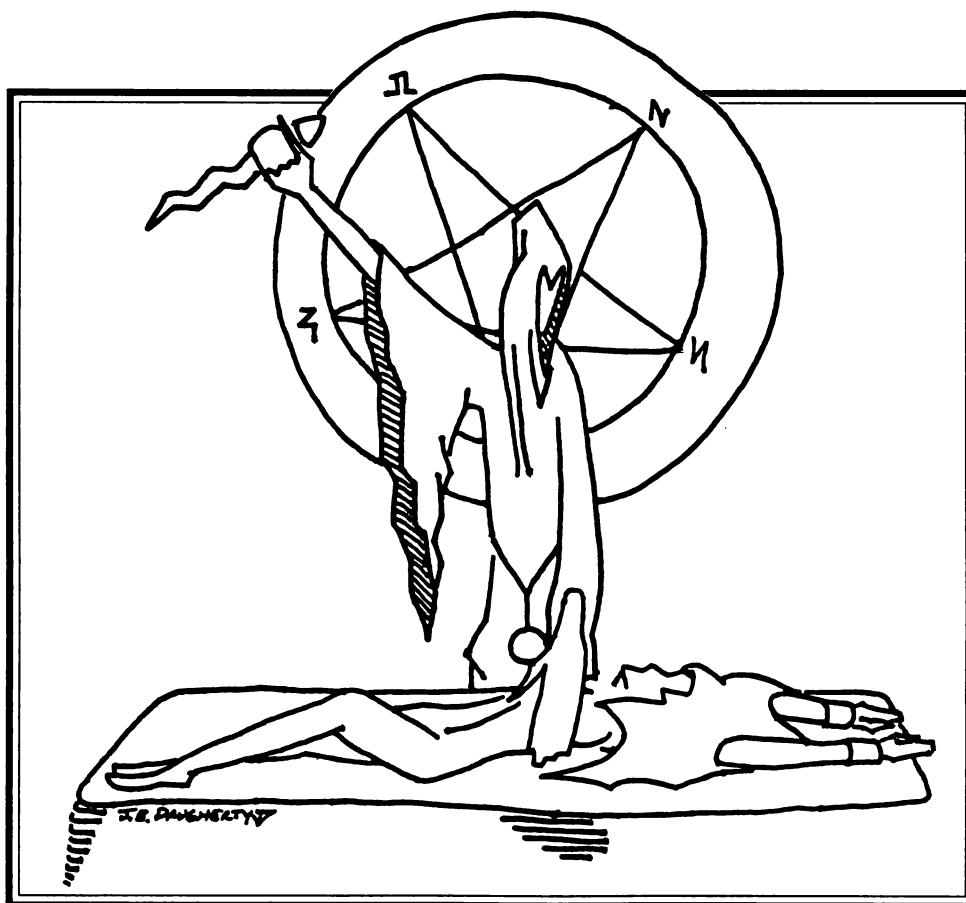
25. Will Contest II (M) As *Will Contest I*, except caster gets a first round Will bonus of +20 and a second round bonus of +10.

30. Dull Will V (M) Temporarily reduces target's Will by 5-50.

35. Will Contest III (M) As *Will Contest I*, except caster gets a first round Will bonus of +30, a second round bonus of +20, and a third round bonus of +10.

50. Will Breaker (U) Caster may use one lower level spell from this list each round for a number of rounds equal to the caster's level.

Joe Gubbini



THE BROKEN LANDS

THE EMPIRE OF BAL

HISTORY

One night 38 years ago, the rulers of two baronies and a county were deposed in a single bloody night by their treacherous mercenary captains. They elected Manfred Stahl, commander of the Iron Company, as the Captain-General of their new nation. The new Captain-General expanded the army and by the next summer he was ready to march. A nearby Barony fell almost without fight, but the Duchy of Camarant was not such an easy contest. The conquest of Camarant took six years, and in the ruins of the Camarant Castle, Manfred Stahl had himself crowned as the first Emperor of the new nation of Bal. The new Empire of Bal spent the next 3 years reorganizing and rebuilding. Then they attempted an invasion of Tarnal. The campaign was halted after 3 months and the loss of 8,000 men for no major territorial gain.

After a year of rebuilding, the Empire of Bal turned east, and for the next 18 years it was involved in a bloody war of conquest against the Anthal Principalities from which the Empire finally emerged victorious. For the last ten years, the Balites have been rebuilding their weakened nation. But there are indications that soon the armies of Bal will once again be on the march.

THE LAND

Mostly rolling hills used for farming and the raising of sheep and goats, with a small number of cattle being raised. There are a number of iron mines in the central part of the Empire which are intensively exploited.

CULTURE

Militocentric, the military is the be-all and end-all in the Empire of Bal.

There are two classes of people in the Empire: the Military (including retired military), and the Slaves (everyone else). The social structure unfortunately means that a woman has no rights or status unless married to one of the Military, though the daughters of military men are given certain rights by default. The Military class are taught to despise any who are not of their class, and only to respect their own superior offices. This makes them a harsh and brutal people.

CURRENT GOVERNMENT

A self-perpetuating military dictatorship. The current Emperor is Karlanto "of the Iron Spike", the third Emperor of Bal and former General of the eastern frontier. The Emperor oversees the country in general and the four generals (from which the next Emperor will be chosen) in particular. The Generals and their area of control are as follows: VarMastern who oversees the Southern Frontier; Cantalint "Axemaster", the Eastern; Roland "Claymore" MacStarn, the Northern (borders with Tarnal and the Land of the Giant King); and "Ironhand" Kal, the Western (Kal-Azerak and the coast).

OPPOSITION TO THE GOVERNMENT

A resistance movement called the "Eagles" strikes against the forces of the Government of Bal, ambushing supply trains, freeing slaves, and killing tax collectors. The Eagles avoid civilian casualties whenever possible, trying to fight a clean war against the tyranny of the Empire of Bal. Active membership in the Eagles is about 120 people, but they can count on the support of 20 times that number of sympathizers. It is rumored that the Eagles receive weapons and training from the Dwarves of Kal-Azerak as well as from more distant nations.

RELATIONS WITH NEIGHBORING STATES

A state of war has existed between the dwarves of Kal-Azerak and the Empire of Bal since the slaughter of 27 dwarvish merchants and their escorts by the Balites 24 years ago over a customs dispute. This state of war is generally manifested in border skirmishes, in which the dwarves usually come out ahead. The Barony of Tarnal and the Empire of Bal have been fighting an undeclared war for the last twenty years as the Tarnals attempt to defend themselves from raids by Balites seeking slaves and plunder. The Empire of Bal and the Giant King do not trust each other fully but they realize that they are more threatened by their other enemies, so they trade information on their enemies as well as an exchange of Balite slaves for the Giants' gold.

The Empire of Bal has maintained extremely civil relations with Gwyneth. The reason for this is that the Empire can not support another hostile border at the moment, as well as the fact that they hope to win some of the local nobility of Gwyneth over to their side.

The Balites hate and fear the inhabitants of the Changeling Woods. No less than 1,000 soldiers have disappeared in the last ten years while patrolling that border. A 10,000-man strong Army of Reprisal ventured into the Woods three years ago. Less than 4,000 made it back alive, bringing with them tales of living trees, invisible foes, and strange magics.

The southern border is shared with the Free Market State. The relation between the two states is less than cordial, in fact cold war is the best term to describe it. The Free Market State grants asylum to any Balite slave that can make it across the border, which has led to several nasty clashes between the two militaries.

THE PEOPLE

The people of the Empire of Bal are a mixed lot (what with the conquests, and a large influx of foreign soldiers and slaves), but the people are almost exclusively human (most are common men). Population: 115,000 Military, of which 75,000 are active, and 210,000 slaves, of which 141,000 are owned by the state.

Flags and Symbols: The flag of the Empire of Bal is two black swords crossed through a gold crown on a red field. Their symbol is two swords crossed through a crown, with a military identifying mark underneath if needed. All property of the state is marked with this symbol, including slaves who are branded on the right shoulder.

MILITARY

All young men are conscripted into the military at the age of 16 for a term of 15 years. The conscripts are harshly drilled and constantly indoctrinated to insure their loyalty to the Army and State. Most of the conscripts serve in the light infantry as expendable troops, those that the military think show promise (or who have connections) are assigned to the other units. The Empire of Bal has an Army of 35,000 men, including 500 siege engineers, and a 2,000 man Navy equipped with 40 warships. Military service is harsh and unpleasant but those who survive their 15 year term are rewarded with money, land of their own, and at least one slave to work the land for them.

STANDARD MILITARY EQUIPMENT

70% of the military are expendable light infantry equipped with leather breastplates and small shields and armed with 3 light javelins, a short spear, and a dagger. The quality of the arms provided for the light infantry is substandard, with a full 10% of it causing a -5 OB penalty. 20% are main line medium infantry with chain armor and heater shields, and armed with 2 light javelins or throwing axes, a mace or broad sword, and a long dagger. 5% are heavy infantry armored in half plate with heater shields and armed with a variety of heavy hand weapons (maces and morning stars being favorites). 4% are cavalry in full leather armor with heater shields, armed with light javelins, scimitars, and long daggers. The final 1% are the elite heavy cavalry armored in full plate with shields, and armed with lances, javelins, and a variety of melee weapons. The equipment of the other units is of standard quality except for the elite heavy cavalry whose primary weapons (lance and melee weapons) are of good to excellent quality with a least a +5 OB.

MILITARY TACTICS

Their basic tactics run as such: wear down the enemy with repeated attacks by the light infantry, then commit the medium infantry, using the heavy infantry and the cavalry to exploit any weaknesses in the enemy lines. They do take prisoners, but only for use as hostages or slaves. Many of the Balite Generals are quite capable of using new and different tactics. The Balites also place great trust in the use of assassins to kill or kidnap enemy leaders to demoralize their enemies. In the past they have also used such tactics as driving civilians in front of them to shield their troops from missile fire, and bribing mercenaries to betray their employers.

GAME NOTES

The members of the military are 50% Warriors, 48% Fighters, and 2% others. The Emperor is a 23rd lvl Fighter, VarMastern is a 18th lvl Fighter, Cantalint "Axemaster" is a 22nd lvl Fighter, Roland "Claymore" MacStarn is a 23rd lvl Ranger, and "Ironhand" Kal is a 24th lvl Fighter.

THE REPUBLICAN CITY-STATE OF ATHON

HISTORY

700 years ago, as the Old Kingdom began to dissolve into civil war between rival claimants to the throne, the city of Athon threw out their governor, elected the first Senate (based on the one in place in the neighboring Confederation of the Veil), and declared their independence. Various factions in the civil war attempted to seize Athon and/or convince them to join their side, but the Athonians stubbornly held on to their city and their independence and remained neutral in the struggle. As the civil wars burned themselves out Athon became an island of stability and a major trading power. Since then the City-State's borders have slowly grown, only reaching its current extent 70 years ago.

THE LAND

Low-lying, very fertile coastal plains run between 5 and 70 km in from the coast. The coastal plains end in rolling hills (some of which is very rugged country), which runs to the eastern border. The coastal plains are used for grain farming (mostly wheat and rye), while the hills raise cash crops such as grapes (for wine), olives, fruits, hemp, and a small amount of tobacco. Several mines exist in the highlands of Athon producing tin, iron, copper and small amounts of copper and gold. Recently a group of dwarves started an emerald mine near to the south-eastern border of Athon. Over the last few decades several water wheel powered mills have been built in the hills of Athon, and more are planned. The City of Athon, the capital and principal port, is a walled city with a population of 37,000, rich in art and architecture. Along the eastern border, there is a defensive network of 17 forts along the routes into Athon from the Land of the Giant King.

All of the forts follow the same basic pattern: The fort is placed on a defendable hill giving a wide field of view. The hill is cleared of vegetation and other cover, then concealed pits, spikes, and other traps are set up. A low outer wall faced by a ditch is constructed as is a central mote (artificial hill). Placed on the top of the mote are 1-3 trebuchet on rotating bases and 3-6 ballista. In the lower fort are mounted 0-2 heavy and 4-8 light catapults with 8-20 ballista placed in towers. The early forts were wood and earth, but they are now being replaced with stone and brick. The three forts that have suffered the most attacks have already been rebuilt with the new materials and two more are being upgraded.

CULTURE

The culture of the Republic of Athon revolves around two main things: Money (and the trade that produces it), and Politics, including all civil matters. The economic system of Athon is highly capitalistic with a minimal government involvement (or interference) in business matters, and all are encouraged to be their best (nothing succeeds like excess). Taxes are the minimum necessary to maintain the Senate, the military, and the Judicial system. Politics are discussed everywhere in the Republic, both national and international, with most citizens having a huge thirst for news from foreign parts. A common way for a family or individual to proclaim its success is to build and maintain a public building, gift the navy with a new warship, or any of several other forms of public display of wealth that are beneficial to all

members of the nation (over half of the border forts were built with the money from private grants to the defence of the nation).

CURRENT GOVERNMENT

The republic of Athon has a Senate of 120 (with lawmaking powers) elected by the Property Holders, an Advisory Council of 15 members elected by the entire populace, and 2 Tribunes elected by the entire populace. The Senate makes and passes laws, working on a majority rules basis with ties counting as a no vote. The Advisory Council advises the Senate, and on a majority vote can send an act or law back to the Senate to be reconsidered once. Tribunes have the right to Veto an act or law passed by the senate, totally nullifying it. Voting rights are granted to citizens at the age of 20 to humans, and at an appropriate age of majority for the other races.

OPPOSITION TO THE GOVERNMENT

None as such. There are groups such as the People League, that wish the Senate vote to be extended to all citizens, and the Liberators of Hexon, who want the Athonians to be more active in fighting the Giant King, but they act within the system to achieve their goals.

RELATIONS WITH NEIGHBORING STATES

Relations between Athon and New Erin are very tight and just short of a formal alliance. Athon imports raw materials and food from New Erin and exports finished and luxury goods (especially weapons and armor) to the New Erinish. The Athonians dislike the Land of the Giant King, as it is disruptive to trade and caused them to have to build a chain of (very expensive) border forts to defend themselves against its raids. They also provide a safe haven to any serf that can escape the clutches of the Giant King.

Relations are cool with the Elthin Arcanum, with both governments distrusting each other, but a limited amount of trade exists. A defensive pact exists between Athon and the Confederation of the Veil, mandating that each will send aid to the other if it is attacked by a foreign force. This has resulted in a small Confederation military force (75 elvish archers, and 100 gnomish engineers and light infantry) stationed on the Athon border with the Land of the Giant King. A large amount of trade passes between these two states as well.

To the north is the City-State of Bolo. Good relations exist between the two city-states, with much trade existing between them. No formal alliance exists between the two, but they often co-operate in local matters.

THE PEOPLE

The native people of Athon are dark haired and many have an olive complexion. The average height is 155cm (5'10") for men, and 150cm (5'8") for women. Population: 131,000 of which 6,000 are refugees from the Kingdom of Hexon (the Land of the Giant King). Almost 6% of the population belongs to various non-human races, with elves and dwarves the largest groups (at 1.5% each). This gives the Active Militia a strength of roughly 31,000, and the Reserves number around 10,000.

FLAGS AND SYMBOLS

The flag of Athon is divided diagonally from the upper left to the lower right corner. The lower half is white; the upper half is dark blue with a silver six-pointed star in the upper right corner. The official symbol of Athon is a stylized 'A' superimposed upon a six-pointed star.

MILITARY

All able-bodied men between the age of 18-35 are required to serve in the Active Militia, requiring them to train for half a day each week. Now, with the threat of the Giant King, each member of the Active Militia must serve a month each year on garrison duty in the border forts. Women can volunteer to join the Militia if they so wish, and almost one in four do. Both men and women may join the militia as early as age 15 if permission is granted by their parents. After age 36, members of the Militia are transferred to the Reserves, who only train once a month for half a day and can volunteer to serve in the border forts (which many have done). Spell casters serve the militia in that capacity, providing magical support for the army. The age requirements are adjusted for members of the various other races. A professional military force is also maintained to train the militia and to provide a solid core in times of emergencies.

The Navy of Athon maintains a force of 800 sailors, 20 warships, and 400 marines with an additional 45 warships in "mothballs". The navy relies on conscripted and volunteered civilian ships for additional transport capability and supply. The Athonian Land Army maintains a force of 500 instructors and administrators for the Militia, 600 archers, 400 cavalry scouts, and 250 heavy infantry. In times of emergency all of the Militia are mobilized with the Active Militia joining the standing military as a mobile force with the Reserves functioning as local defence forces.

STANDARD MILITARY EQUIPMENT

For Militia, 20% are skirmishers with very light or no armor and a small shield, armed with light javelins or a sling, and a short sword. 65% are medium infantry with leather or chain mail and large shields, armed with 2 light javelins, spear (balanced for throwing), and a short sword. 10% are heavy infantry with chain mail armor and large shields, armed with a light javelin, long spear, and short sword. 5% are cavalry with chain mail and large shields, armed with a quiver of light javelins, lance, and long sword. Marines are equipped as Militia medium infantry except that they always wear leather armor and many carry additional weapons (such as hand axes). The Archers wear leather armor and are armed with short bows (90%) or composite bows (10%) and bastard swords. Cavalry Scouts have no standardized equipment but most wear leather armor, and all carry a missile weapon of some sort and two or more melee weapons. The Heavy Infantry is equipped as the militia except that they wear half plate and carry 2 javelins.

MILITARY TACTICS

Trade ground for time. Weaken the enemy by constant skirmishes, ambushes, and raids. Fight the enemy on the ground of your own choosing. Keep the loss of Athonian life to a minimum. Athonian commanders are flexible in thought and deed and are known for their clever tactical plays.

GAME NOTES

The current Commander of the border forts is Janos Aoxia, a 28th lvl Trader. The most common profession in Athon is (wait for it) Trader. The majority of the Navy and the Army are Fighters, except for the Cavalry Scouts, who are almost exclusively Rangers.

GWYNETH

Gwyneth is composed of 7 tribes ruled by an elected king. Each of the tribes is virtually an independent state. Famous for their bowmen. Gwyneth has successfully fought off raiding forces from the Land of the Giant King. The State of Bolo is ruled by a council of nobles, and their major exports are the Mercenary Companies of Bolo. The Free Market State is highly capitalistic, following an extreme Laissez-Faire attitude with a minimal government and very rich state.

QUESTIONS AND ANSWERS

Q: How do you justify having such static cultures? The Elthin Arcanum is 600 years old, and Athon 700 years, countries rarely last that long in the "real world".

A: None of the cultures are static (well, none of the ones presented yet). Both the Empire of Bal and the Land of the Giant King

are new nations that have supplanted other, older, cultures. Athon has survived due to its flexible and mercantile nature (and a strong militia). The Elthin Arcanum has survived on its magical power, and it has evolved from a semi-democratic state to the self-perpetuating oligarchy that it is now. Basically it breaks down to the fact that cultures with something to offer survive, while the others fade away or are rubbed out.

Adventure ideas

1. Several dwarvish families in Kal-Azerak have blood feuds with the Empire of Bal, but most of them do not have family members to spare to take revenge. So, they hire adventurers to do it for them, paying a bounty for each Balite soldier killed and a reward for each slave freed.

2. It is rumored then many of the nobles who were killed by the Empire of Bal had time to hide their most valuable possessions before the end. Perhaps one of the characters has a line on such a cache of goodies, all they would have to do is travel into Bal to retrieve it. No problem.

3. A group of river trolls has been destroying water wheels in the hinterland of Athon. A reward is offered to any who can halt the attacks.

4. The High Council of the Elthin Arcanum is willing to pay highly for the papers and possessions of the last court mage of Hexon. Any volunteers to steal them from the Giant King?

Sean Holland



THE FACE OF EVIL, REVEALED

What is evil?

Seldom has any one concept been as misunderstood as the nature of evil. Evil in its most literal sense means 'without morals'. So, in order to find meaning in evil, it becomes necessary to understand morals. Morals are those beliefs which individual people or societies hold to be important or true. Since beliefs are based upon individual, and not universal feelings, all morals are by definition subjective. What might be natural to one person might be abhorrent to another, for no other reason than their cultural and educational background. It is therefore necessary to make evil's definition more clear, not to define it.

Evil would be a person without morals or reason. Evil is not pain, death, sorrow, etc. unless those beliefs are preformed without reason. Even a person who kills for pleasure is not evil, there is a reason behind his actions; pleasure. Even though, in most societies we are familiar with, killing for pleasure is not considered moral, in other cultures that feeling might be reversed. It is not possible to see people who are exact opposites of ourselves (death, not life is good; pain, not pleasure is good, etc.) as evil. They have morals, their morals are different from ours, not evil, not wrong, just different.

The age-old mistake of the assumption that 'extreme narcissism is evil' is then wrong. Narcissism is the absolute belief in the

importance of one's self, it isn't the absence of morals.

In too many cases do people overlook the subjective quality of morals and automatically assume that different values and morals are evil. They are not.

According to the definition of evil only very few individuals or societies do not have any morals. It becomes apparent, then, why 'Without morals' is the definition of evil. Which is more frightening; actions committed for a reason (albeit very different from

what we consider acceptable), or actions committed for no reason at all? Remember, evil is not 'Without morals liken to our own', it is 'Without morals'.

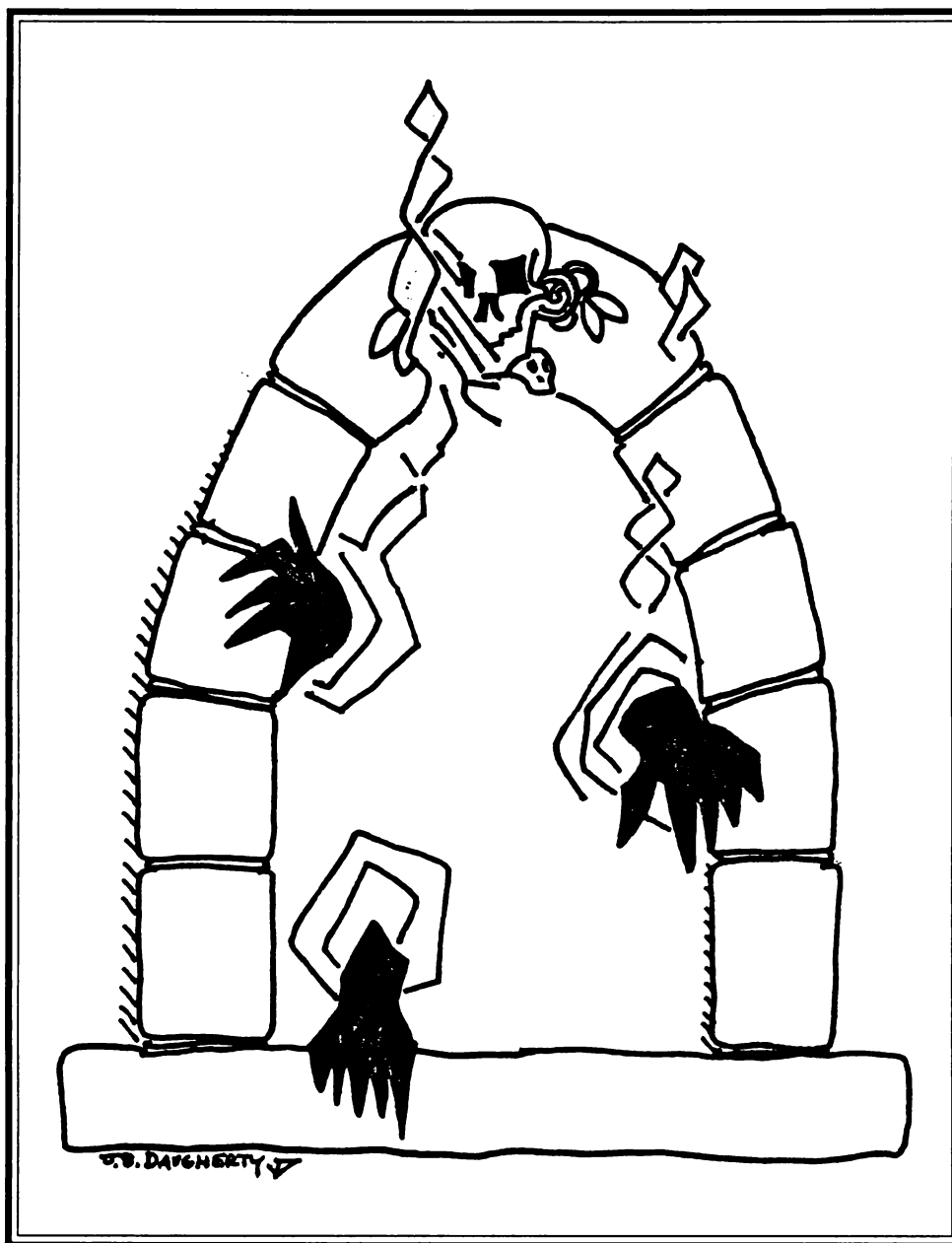
It becomes necessary for you to view morality on a subjective basis to fully understand the true nature of evil.

In the case where the 'evilness' of an act must be judged, the GM should measure an act according to the circumstances which gave rise to the act.

Considering the definition of evil, Holy and Unholy weapons take on new significance. Thus, anyone of an exactly opposite outlook would be affected by a 'Holy' weapon. Thus the two poles of the yardstick would be

'good morals' (meaning what we hold dear, life, liberty, etc.) and 'bad morals' (meaning their antitheses, death, slavery, etc.).

Joseph B. Daugherty and Daniel A. Whiteside



THE *SPACE* MASTER ARMORY

MASERS

The output of Maser weapons is a stream of cohesive Microwave radiation. Unlike Lasers, which usually have their output confined to the visible section of the electromagnetic spectrum, Masers tend to 'cook' their targets—a rather gruesome effect which has caused these weapons to be highly restricted in some portions of the empire. Maser barrels are not quite as long and unwieldy as those of comparable Laser weapons, and have correspondingly lesser rates of failure. Also, the effectiveness of a Maser is not inhibited by anti-laser aerosols or smoke. Their discharge is both silent and invisible. They attack on the Laser Attack Table, but deliver Microwave (Primary) and Heat (Secondary) criticals. Maser weapons cost twice as much as Lasers of the same Mk#.

Mini Maser (*): Fires once per round on the Laser Attack Table Mk.1. Power supply is either a Utility Cell or a Weapon Cell.

Maser Pistol (*): Fires up to twice per round on the Laser Attack Table Mk.2. Power supply is a Weapon Cell.

Assault Maser (†): Fires up to twice per round on the Laser Attack Table Mk.3. Power supply is a Weapon Cartridge.

Maser Rifle (†): Fires up to twice per round on the Laser Attack Table Mk.4. Power supply is a Weapon Cartridge.

Heavy Maser (‡): Fires up to twice per round on the Laser Attack Table Mk.5. Power supply is a Weapon Pack.

E-R LASERS

An invention of the Idorians, Enhanced-Radiation (E-R) Lasers are sometimes known colloquially as *X-Ray* or *Radium Lasers*. Their output, like conventional Lasers and Masers, is a stream of highly cohesive electromagnetic radiation, but instead of discharging in the visible light or microwave spectrum, they deliver a highly lethal burst of aligned gamma or x-ray radiation. E-R Lasers produce a corona of beautiful, rainbow-colored light when they discharge. They attack on the Laser Attack Table, and deliver an additional Radiation critical of one degree of severity less than the primary (Heat) critical. These weapons are outlawed throughout the empire, and possession of one produces the most extreme penalties from VegaPol and the GCH, although it is rumored that at least one division of imperial shock troopers are equipped with these most brutal of weapons. E-R Lasers cost four times as much as Lasers of the same Mk#.

Mini E-R Laser (*): Fires once per round on the Laser Attack Table Mk.1. Power supply is either a Utility Cell or a Weapon Cell.

E-R Laser Pistol (*): Fires up to twice per round on the Laser Attack Table Mk.2. Power supply is a Weapon Cell.

Assault E-R Laser (†): Fires up to twice per round on the Laser Attack Table Mk.3. Power supply is a Weapon Cartridge.

E-R Laser Rifle (†): Fires up to twice per round on the Laser Attack Table Mk.4. Power supply is a Weapon Cartridge.

Heavy E-R Laser (‡): Fires up to twice per round on the Laser Attack Table Mk.5. Power supply is a Weapon Pack.

ACKNOWLEDGEMENTS: Check into *Dreadstar* for the 'Radium Laser', Allan Cole and Chris Bunch's *Sten* for the Maser, and Lois McMaster Bujold's *Vorkosigan* novels for the Disruptor Shield Net and the Gravitic Lance.

MICROWAVE CRITICAL STRIKE TABLE

-19 - 05	Nothin' but a heat wave. +0 hits.
06 - 20	Hot air annoys target. +3 hits.
21 - 35	Scalding blast burns leg. +5 hits.
36 - 50	Toes of left foot seared together. +5 hits, -20 movement.
51 - 65	Right leg toasted. +10 hits, -15 all actions. Stunned 1 rd.
66 - 79	Shot to non-weapon arm. +15 hits, -15 all actions. Stunned 2 rds.
80	Target flashed, heating blood to critical levels. Stunned 10 rds, -50 all actions. +30 hits.
81 - 86	Weapon hand cooked. +20 hits. -30 all actions.
87 - 89	Chest blistered and smoking. +25 hits, -30 all actions. Stunned no parry 5 rds.
90	Target's facial orifices fused shut. +40 hits, -90 all actions. Stunned 9 rds.
91 - 96	Right wrist fused solid. +30 hits, -35 all actions. Stunned 4 rds.
97 - 99	Blast to head scars face horribly. +35 hits, -40 all actions. Stunned no parry 5 rds.
100	Brain turned into rubber ball. Target vegetable. Permanently.
101 -106	Left thigh cooked black and paralyzed. +40 hits, -45 all actions. Stunned 7 rds.
107 -109	Right knee well-done. +40 hits. Shock and nerve damage give -50 all actions. Stunned no parry 6 rds.
110	Focused attack boils heart, causing it to explode through chest. +100 hits. Death in 1 rnd.
111 -116	Cartilage baked and locked. Target immobilized. +50 hits, stunned 8 rds.
117 -119	Respiratory system fried. Death in 5 rds. +60 hits. -60 all actions.
120	Target falls forward, bounces twice, and expires. All within 5' take an 'A' Radiation critical.
	Modifications: 'A' Critical.....-20 'B' Critical.....-10 'C' Critical.....+0 'D' Critical.....+10 'E' Critical.....+20

DISRUPTOR SHIELD NET

Developed by VegaPol for the protection of various anti-terrorist and special operations units, the Disruptor Shield Net is a bodysuit made of an openwork net of fine wires, connected to a belt-mounted power source. The net impedes the impulses created by disruptor weapons, reducing both the hits they deliver and the severity of any criticals inflicted. The DSN is unencumbering and provides no armor or defensive bonus, but it can be used in conjunction with standard absorption, velocity, and deflector shields. Two separate versions of the DSN exist, one effective against disruptors, and the other effective only against neural disruptors. Power consumption is comparable to a deflector shield. The DSN is the exclusive property of VegaPol and the various law enforcement branches of the Galactic Court of Humanity. Cost: 5,000 EI/Mk#.

Disruptor Shield Net Mk.1 (*): Reduces Disruption or Neuro Criticals by one level of severity, and reduces Disruptor or N-Disruptor induced concussion hits by 20%. Power supply is either a Utility Cell or a Weapon Cell.

Disruptor Shield Net Mk.2 (*): Reduces Disruption or Neuro Criticals by two levels of severity, and reduces Disruptor or N-Disruptor induced concussion hits by 40%. Power supply is a Weapon Cell.

Disruptor Shield Net Mk.3 (†): Reduces Disruption or Neuro Criticals by three levels of severity, and reduces Disruptor or N-Disruptor induced concussion hits by 60%. Power supply is a Weapon Cartridge.

Disruptor Shield Net Mk.4 (†): Reduces Disruption or Neuro Criticals by four levels of severity, and reduces Disruptor or N-Disruptor induced concussion hits by 80%. Power supply is a Weapon Cartridge.

Disruptor Shield Net Mk.5 (‡): Reduces Disruption or Neuro Criticals by five levels of severity, and reduces Disruptor or N-Disruptor induced concussion hits by 100%. Power supply is a Weapon Pack.

CRYOGUNS

Cryoguns are a variant of flamers, which propel a stream of liquid nitrogen. Unlike flamers, cryoguns are not difficult to

extinguish and do not require oxygen, so they are equally effective in vacuum or oxygen-low atmospheres. They are, however, subject to a high breakdown rate due to the effect of the extreme cold on the firing mechanisms. Cryoguns attack on the flamer table, but deliver Cold criticals instead of heat. Cost: as flamers.

Mini Cryogun (*): Fires once per round on the Flamer Attack Table Mk.1. Power supply is a Cryo Cell.

Cryogun Pistol (*): Fires up to twice per round on the Flamer Attack Table Mk.2. Power supply is a Cryo Cell.

Assault Cryogun (†): Fires up to twice per round on the Flamer Attack Table Mk.3. Power supply is a Cryo Cartridge.

Cryogun Rifle (†): Fires up to twice per round on the Flamer Attack Table Mk.4. Power supply is a Cryo Cartridge.

Heavy Cryogun (‡): Fires up to twice per round on the Flamer Attack Table Mk.5. Power supply is a Cryo Pack.

GRAVITIC LANCE

Possibly the most devastating of ship-mounted weapons, the gravitic lance creates a beam of wildly fluctuating gravity, focused for use as a weapon. Ships destroyed by gravitic lance attack often appear to simply have been crushed like an aluminum can, due to the tremendous amounts of hull and structural damage this weapon can inflict. Although delivering damage potentially in excess of a plasma cannon, the gravitic lance has an extremely limited range—only two kilometers (hexes, in *Star Strike*) per 10 Mk#s. For Volume and Cost calculations for Firing Mechanisms, use the following formula:

Volume of Gravitic Lance FM = Mk.# x (Category #) x 25

Cost of Gravitic Lance FM = ((Mk.# x 3000) + 300K) x (Category #)

GM's Note: The Gravitic Lance has by far the highest damage ratio of all Space Master weapons (its damage threshold is an extrapolation of the damage inflicted by nuclear weapons, without the 'ELIM' results). It is intended to represent the highest level of alien technology short of the Lyar weaponry (to be discussed here soon). Although the extreme range restrictions limit the effectiveness of this weapon, it should be used with caution by GMs in a role-playing environment, lest PC vessels simply be scrapped en masse.

Ross Henton & Lem Richards (Microwave Crit Table)

MASTER WEAPONS CHART

	TYPE	RATE	F	RANGE (METERS)				RANGE MODIFIERS				TABLE USED	NOTES
				PB	SR	MR	LR	PB	SR	MR	LR		
MASERS:													
Mini Maser	1H Energy	1/rd	4	1	5	10	15	+15	0	-30	-90	Laser Mk.1	1 Utility or Weapon Cell
Maser Pistol	1H Energy	2/rd	4	3	20	50	200	+15	0	-30	-90	Laser Mk.2	1 Weapon Cell
Assault Maser	2H Energy	2/rd	4	3	25	75	300	+15	0	-30	-90	Laser Mk.3	1 Weapon Cartridge
Maser Rifle	2H Energy	2/rd	4	3	30	100	400	+15	0	-30	-90	Laser Mk.4	1 Weapon Cartridge
Heavy Maser	Sup Energy	2/rd	4	5	100	500	2000	+15	0	-30	-90	Laser Mk.5	1 Weapon Pack
E-R LASERS:													
Mini E-R Laser	1H Energy	1/rd	5	1	5	10	15	+15	0	-30	-90	Laser Mk.1	1 Utility or Weapon Cell
E-R Laser Pistol	1H Energy	2/rd	5	3	20	50	200	+15	0	-30	-90	Laser Mk.2	1 Weapon Cell
Assault E-R Laser	2H Energy	2/rd	5	3	25	75	300	+15	0	-30	-90	Laser Mk.3	1 Weapon Cartridge
E-R Laser Rifle	2H Energy	2/rd	5	3	30	100	400	+15	0	-30	-90	Laser Mk.4	1 Weapon Cartridge
Heavy E-R Laser	Sup Energy	2/rd	5	5	100	500	2000	+15	0	-30	-90	Laser Mk.5	1 Weapon Pack
CRYOGUNS:													
Mini Cryogun	1H Energy	1/rd	5	1	2	3	5	+15	0	-30	-90	Flamer Mk.1	1 Cryo Cell
Cryogun Pistol	1H Energy	2/rd	5	2	5	10	15	+15	0	-30	-90	Flamer Mk.2	1 Cryo Cell
Assault Cryogun	2H Energy	2/rd	5	3	10	20	30	+15	0	-30	-90	Flamer Mk.3	1 Cryo Cartridge
Cryogun Rifle	2H Energy	2/rd	5	4	20	40	60	+15	0	-30	-90	Flamer Mk.4	1 Cryo Cartridge
Heavy Cryogun	Sup Energy	2/rd	5	5	40	80	120	+15	0	-30	-90	Flamer Mk.5	1 Cryo Pack

UM 01-15 = Weapon Failure. Roll 1D10: 1-6 = Temporary Overload (weapon may fire next rnd);

7-10 = Malfunction (roll for severity).

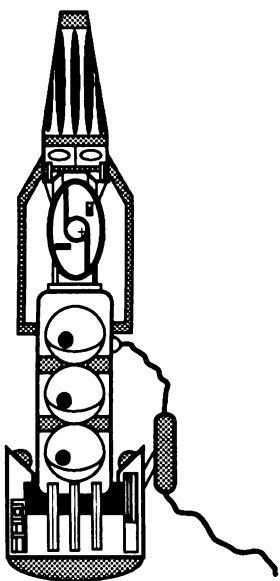
All Criticals are Blast.

F = E and B Criticals

H = E and D Criticals

G = E and C Criticals

I = E and E Criticals



Gravitic Lance Attack Table

	30	29	28	27	26	25	24	23	22	21
01-05	F	F	F	F	F	F	F	F	F	F
06-08	0	0	0	0	0	0	0	0	0	0
09-10	0	0	0	0	0	0	0	0	1	1
11-12	0	0	0	0	0	0	0	0	1	2
13-14	0	0	0	0	0	0	0	0	1	2
15-16	0	0	0	0	0	0	0	1	1	2
17-18	0	0	0	0	0	0	0	1	2	2
19-20	0	0	0	0	0	0	0	1	2	2
21-22	0	0	0	0	0	0	0	1	2	2
23-24	0	0	0	0	0	0	0	1	2	2
25-26	0	0	0	0	0	0	0	1	2	2
27-28	0	0	0	0	0	0	0	1	2	2
29-30	0	0	0	0	0	0	1	1	2	2
31-32	0	0	0	0	0	0	1	1	2	2
33-34	0	0	0	0	0	0	1	1	2	2
35-36	0	0	0	0	0	0	1	1	2	2
37-38	0	0	0	0	1	0	1	2	2	2
39-40	0	0	0	0	1	0	1	2	2	2
41-42	0	0	0	0	1	0	1	2	2	3
43-44	0	0	0	0	1	0	1	2	2	3
45-46	0	0	0	0	1	0	1	2	2	3
47-48	0	0	0	0	1	0	1	2	2	3
49-50	0	0	0	0	1	0	1	2	2	3
51-52	0	0	0	0	1	1	1	2	2	4
53-54	0	0	0	0	1	1	1	2	2	4
55-56	0	0	0	0	1	1	1	2	2	5
57-58	0	0	0	0	1	1	1	2	2	6
59-60	0	0	0	0	1	1	1	2	2	7

	30	29	28	27	26	25	24	23	22	21
61-62	0	0	0	0	1	1	1	2	2	8
63-64	0	0	0	1	1	1	1	2	3	9
65-66	0	0	0	1	1	1	1	2	3	10
67-68	0	1	0	1	1	1	1	3	4	11
69-70	0	1	0	1	1	1	2	3	4	12
71-72	0	1	0	1	2	1	2	4	5	13
73-74	0	1	1	1	2	1	3	4	5	14
75-76	0	1	0	1	3	1	3	5	6	15A
77-78	0	1	1	1	3	1	4	5	6	16A
79-80	0	1	1	2	4	2	4	6	7	17A
81-82	0	1	1	2	4	2	5	7	8	18A
83-84	0	1	1	2	5	2	6	8	9A	19A
85-86	0	1	1	3	6	3	7	9	10A	20B
87-88	0	1	1	3	7	3	8	11	11A	22B
89-90	0	1	1	4	8	4	9	12	13A	24B
91-92	0	1	1	4	9	5	10	14A	14B	26B
93-94	0	1	1	5	10	6	12	15A	16B	28B
95-96	0	1	2	5	12	7	13	17A	17B	30C
97-98	0	1	2	6	14	8	15	19A	19B	32C
99-100	0	2	2	7	16	9A	17	21B	21C	34C
101-102	0	2	3	8A	18A	10A	19A	23B	23C	36C
Maximum Result for Mk.10 Weaponry										
103-104	0	2	3	9A	20A	11A	21A	25B	25C	38D
105-106	0	2	4	10A	23A	12A	23A	27B	29C	42D
107-108	0	2	4	11A	26A	13B	25A	29C	33D	46D
109-110	0	2	5A	12A	30A	14B	27B	35C	37D	50D
111-112	0	3	5A	13A	34B	15B	29B	39C	41D	54E
113-114	0	3A	6A	14B	38B	16B	31B	43C	45D	58E
Maximum Result for Mk.20 Weaponry										
115-116	0	3A	7A	15B	42B	18B	35B	47D	49E	62E
117-118	1	3A	8A	16B	48B	20C	39C	53D	57E	70E
119-120	1	4A	9B	17B	54B	22C	44C	59D	65E	78F
121-122	1	4A	10B	19B	62B	22C	50C	67D	73E	86F
123-124	1	5A	11B	21B	70C	26C	57C	75E	81F	94F
125-126	2	6A	13B	25C	78C	32C	65D	83E	89F	102F
Maximum Result for Mk.30 Weaponry										
127-128	2A	7A	15B	33C	95C	40C	75D	110E	97F	110G
129-130	2A	9A	19C	40C	110C	60D	95D	120E	120F	130G
131-132	3A	13B	27C	60C	140C	80D	135D	160F	140G	150G
133-134	6A	21B	40C	80C	200C	120D	215E	240F	260G	300G
135-136	8B	37B	60C	120D	320D	200D	375E	400F	425G	450H
137-138	12B	70C	90D	200D	500D	300E	550E	600F	750G	800H
Maximum Result for Mk.40 Weaponry										
139-140	24B	140C	150D	300D	700D	500E	750E	800G	1000H	1100H
141-142	48C	250D	270D	500D	900E	700E	950F	1000G	1250H	1400H
143-144	96C	500D	400D	750E	1100E	900E	1150F	1200G	1500H	1700I
145-146	192D	750D	700E	1000E	1300E	1100E	1350F	1400G	1750H	2100I
147-148	385D	1000E	1100E	1250E	1500E	1300E	1550F	1600G	2000I	2400I
149-150	770E	1250E	1400E	1500E	1700E	1500F	1750G	1800H	2250I	2700I
Maximum Result for Mk.50 Weaponry										

VEHICULAR MANEUVER ENCOUNTERS

FOR *SPACE MASTER*

I was driving my father's Ford pick-up and talking to Joe Gubbini when he suddenly said, "Hey, you don't want to run over that blind guy crossing the street!" He was right, so I stopped. Joe continued, "You never know when some Hard Vehicular Maneuver will leap out at you." I had to agree. This got me thinking about gaming (like everything else does). How could I simulate the random vehicular maneuvers which all drivers need to make?

I'm sure we've all had the experience of having to avoid some obstacle while driving. Whether this requires changing lanes or serious evasive maneuvering, seldom is an auto trip completely uneventful.

Some system, based on encounter rolls, is clearly in order. The Vehicular Maneuver En-

counter Table below is used in conjunction with sections 22.0, 23.0, and chart 22.2 in the *Space Master Player's Book* (pages 81 to 87 or even 89).

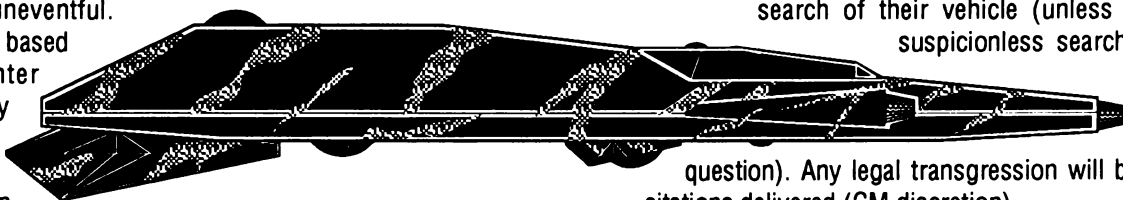
GMs wishing to incorporate random vehicular maneuvers in their play need only locate the proper column on the following

table. The chance of an encounter occurring and how often the GM should roll are indicated. When an encounter results, roll on the table to determine the severity of the vehicular maneuver which must be made by the pilot or driver. Failure can represent many contingencies, from running over a pedestrian to a collision, but usually involves impacting with some obstacle.

If GMs desire, an encounter need not result in a vehicular maneuver. The "% LEO" row suggests a percentage chance that the encounter is with Law Enforcement Officers. When this occurs, even innocent PCs are "pulled over" where LEOs conduct a general search of their vehicle (unless warrantless, suspicionless searches are con-

sidered illegal in the culture in question). Any legal transgression will be noted and citations delivered (GM discretion).

The "*" row denotes special circumstances. If the GM deems that the vehicle is prone to breakdown (for whatever reason), the "*" row is consulted. The percentage listed is the chance that a breakdown (malfunction) will occur during that encounter period — particulars are up to GM's discretion.



VEHICULAR MANEUVER ENCOUNTER TABLE

(based on normal travelling speeds)

	Alleyway	City Streets	Suburban Streets	Rural Streets	Highway
% Chance	30%	10%	15%	20%	25%
Check Every	1 min	5 min	10 min	20 min	1 hour
01-20	Routine	Routine	Routine	Routine	Routine
21-30	Routine	Easy	Routine	Routine	Routine
31-40	Easy	Easy	Easy	Routine	Easy
41-50	Easy	Light	Easy	Easy	Easy
51-60	Light	Light	Light	Easy	Light
61-70	Medium	Medium	Light	Light	Medium
71-80	Hard	Medium	Medium	Light	Hard
81-90	Hard	Hard	Medium	Medium	Very Hard
91-95	Very Hard	Very Hard	Hard	Hard	Ext. Hard
96-99	Very Hard	Ext. Hard	Very Hard	Very Hard	Sheer Folly
100	Ext. Hard	Sheer Folly	Ext. Hard	Ext. Hard	Absurd
% LEO	5%	20%	25%	15%	10%
*	10%	10%	10%	10%	10%

	Crowded Waterway	Moderate Waterway	Open Waterway
% Chance	15%	10%	5%
Check Every	5 min	30 min	2 hours
01-20	Easy	Routine	Routine
21-30	Easy	Easy	Easy
31-40	Light	Easy	Easy
41-50	Light	Light	Easy
51-60	Medium	Light	Light
61-70	Medium	Medium	Light
71-80	Hard	Medium	Medium
81-90	Hard	Hard	Medium
91-95	Very Hard	Very Hard	Hard
96-99	Ext. Hard	Ext. Hard	Very Hard
100	Sheer Folly	Sheer Folly	Ext. Hard
% LEO	20%	15%	10%
*	10%	15%	20%

	Interstellar N-Space	Intergalactic N-Space	Hyperspace/ Exo-Space
% Chance	10%	5%	5%
Check Every	10 (Light) Days	100 (Light) Days	1 Light Year
01-20	Routine	Routine	Easy
21-30	Easy	Easy	Light
31-40	Light	Light	Medium
41-50	Medium	Medium	Hard
51-60	Hard	Hard	Very Hard
61-70	Hard	Very Hard	Ext. Hard
71-80	Very Hard	Ext. Hard	Sheer Folly
81-90	Ext. Hard	Sheer Folly	Absurd
91-95	Sheer Folly	Absurd	Insane
96-99	Absurd	Insane	Phenomenal
100	Insane	Phenomenal	Virtually Impos.
% LEO	1%	.1%	0%
*	25%	30%	35%

	Crowded Airspace	Open Airspace	Orbital Space	Interplanetary N-Space
% Chance	10%	10%	20%	15%
Check Every	5 min.	1 hour	4 hours	1 (Light) Day
01-20	Routine	Routine	Easy	Routine
21-30	Easy	Easy	Light	Easy
31-40	Light	Light	Light	Light
41-50	Light	Light	Medium	Medium
51-60	Medium	Medium	Medium	Medium
61-70	Medium	Medium	Hard	Hard
71-80	Hard	Hard	Very Hard	Hard
81-90	Very Hard	Hard	Ext. Hard	Very Hard
91-95	Ext. Hard	Very Hard	Sheer Folly	Ext. Hard
96-99	Sheer Folly	Ext. Hard	Absurd	Sheer Folly
100	Absurd	Sheer Folly	Insane	Absurd
% LEO	15%	10%	10%	5%
*	10%	20%	30%	20%

Difficulty Modifications:			
Routine	+30	Easy	+20
Medium	+0	Hard	-10
Extremely Hard	-30	Sheer Folly	-50
Insane	-100	Phenomenal	-150
		Virtually Impossible	-200

THE SOFTECH SHOP

NEW TECHNOLOGY FOR THE DISCERNING AND PIOUS SHOPPER

ENVIRONMENTAL SKINS

An example of the same sot technology as the Morph Skin, the environmental skin is a living graft that protects its host from various hostile environments. It forms a tough non-encumbering second skin (AT/4) and is self sealing. The skin will fit over most clothes or armor, but should be worn next to the skin for full effect. Environmental skins are often worn in place of normal clothing, but are rather form fitting. Most living grafts and buds can function unhindered by an environmental skin (placed under or through the skin), or even included as part of the skin at the time of its creation (at double normal price). While more expensive than many alternatives, the ease of use, extra features, and additional protection of the environmental skin is considered worth the price.

Vac Skin was the first skin developed, and gives the host complete protection from the dangers of realspace. The basic version provides up to two hours of recycled air. The heavy version's more efficient grafts allow it to provide air along with water, liquid nutrients, and waste disposal for up to two hours per level of the skin. Standard features for the heavy Vac Skin include a Lantern, glare protection, Earphone communicator, and thermal regulation. Either skin needs a small (two pound) Air pod or a half hour of exposure to air to recharge.

Desert Skin allows the host to survive up to two weeks in the desert. Developed for the deserts of Palamad, when fully charged it will provide water for its host for up to two weeks by capturing, filtering, and recycling the moisture of the host's own bodily wastes. The skin includes eye protection, Breather (it also captures moisture normally lost through breathing), and a water pouch. The skin also provides some protection from the heat of the desert day and from the chill of the night. With additional water supplements for the host (usually one half pint per day) the Desert Skin can function indefinitely. Desert skins are usually white to reflect the heat, and a Coolsuit option is available for 500 more.

Flight Skin protects the host from the effects of high altitudes and high Gs. The skin's Breather compresses air at high altitudes, and the skin also acts as a Warmsuit. The skin can even act as a Vac Skin for up to a half hour. The other main benefit of the skin is that it will concentrate blood to the brain of its host allowing him to avoid blacking out while pulling high-G maneuvers. The skin also assists the circulation and provides additional support to the host's body while under the effect of high Gs (high-G Biochairs also available). Add it's level bonus to rolls to resist blacking out due to high Gs and to cancel high-G maneuver penalties that don't involve extensive movement of the host.

Wet Skin includes a set of Gills and Webbing that allow the host to survive an unlimited amount of time underwater. The skin also provides some insulation against cold water. The main limitation of the Wet Skin is that its host can only descend to depths of 300' and must be careful of compression (the Bends).

Decon Skin* provides protection from most toxins and biological dangers. It includes a Breather. It will also shed an outer layer of its skin on command (once per level of the skin per day) to aid decontamination. Ignores all but the most deadly toxins and biohazards for as long as the skin is intact (against the extremely deadly hazards add the skin's level bonus to the resistance roll).

Depth Skin† is a new development that allows the host to survive at depths of over 10,000'. It functions as the Wet Skin, except it uses a liquid breathing mixture instead of air, and filters the nitrogen out of the host's blood (avoiding most of the problems of compression). A minor variation is also being used to allow researchers to survive the high gravity deep in the lower atmosphere of the gas giant Haredda (by floating in a liquid they can survive at over 3 Gs for long periods of time).

EH-ES or Extremely Hostile Environment Skin*† is the latest development in environmental skins, designed for the more 'extreme' environments that are now being explored. Treat as a combination of the Heavy Vac and Decon Skin except it is more robust. The skin makes the host immune to almost all acids, low grade fires, most chemicals, most biological weapons (such as Spores), radiation (treat as level two radiation shielding), and temperature ranges from as high as +150° to as low as -200°. This skin is also very large and bulky (treat as AT/12 with an encumbrance of AT/16, full Battle Mesh Suit/Chain Hauberk, for armor penalties and maneuver in armor skill). Due to the sheer size and complexity of the skin it cannot be worn with normal armor and requires a nutrient injection every week whether worn or not.

SKIN OPTIONS

BioCrystal Helmets provide a crystal clear view and a 50% chance to avoid all head criticals. The helmet also comes with the flow option, so the host can reach right through it. It's a small price to pay for no more itchy noses.

Bloodseal causes the skin to close over any wound. Bloodseal has no effect on internal bleeding and can only slow the bleeding of major wounds. The Bloodseal option will stop one half (round up) of any bleeding damage the host takes.

Color Shift is a simple and inexpensive option that allows the skin-like Bioclothes to change colors to suit the wearer. Basic option only allows one color, but the advanced options will allow more complex color schemes.

Custom Colors allow the host to select the colors of his skin.

Flow Skin is an option that will allow a skin to be donned at a moment's notice. The skin will flow over the host in a single round. The skin can also expose portions of the host to allow more freedom of action.

Sever Seal is an option often used with the EH-ES and Decon skins. The skin has twelve special grafts shaped like hoops or open jaws placed at the major joints of each limb. If the skin is ruptured in an extremity the graft will cleanly sever the limb to prevent contamination. The skin will clamp down on the damaged limb and prevent bleeding. The grafts can be set to sever the limb if breached, either automatically or on command.

NEW EQUIPMENT

A **Carry Arm** is a back-mounted arm graft designed to carry safely a primed burner. The arm cushions the recoil and holds the burner nearly level except during the most violent maneuvers. This will add +5 to the wielder's OB, +10 to his automatic fire OB, and remove any penalty for firing while moving. It also reduces the

possibility of a primed burner exploding to 1% while moving at a pace of up to a Run or performing up to a Hard maneuver. Carry arms come in light and heavy versions. The Heavy Carry Arm has a second arm that acts as a counter weight. It spins to stabilize the additional weight of the heavy burner. Advance models will even independently defend their host if the burner isn't primed (medium bash with OB equal to the level bonus of the arm).

Boosters are one-shot solid fuel rocket loads grown to assist cargo ships in lifting out of the gravity well of Leisarn. Grown mostly on Bothom as a sort of tree, their trunks form the outer shell and solid rocket fuel core of the booster (be careful of thunderstorms in Booster tree farms on Bothom). Once known for their unpredictability, they are now a marvel of consistent thrust and safety. Variations also have found use as emergency thrusters on ships and as combat thrusters for the Interceptors, including the Dragon Wings of Sylva (the extra speed of the Boosters allows them to catch even the fastest Crystal Sloops). Boosters are rated by how many Gs thrust a booster will provide to a oneton mass. A 'G' (the thrust required to escape the Geideri gravity well at a constant acceleration) will add 20 mph to the speed of a ship (+300' per turn). The price for a Booster is G rating x 20 tradits x minutes thrust x tons (e.g., 6G Booster (+120 mp) good for ten minutes for a 100 ton ship is 6 x 20 x 10 x 100 or 12000).

Seeker Arrows are programmed softech creatures in the form of an arrow or bolt. Using infra-red or ultra-violet eyes on the head of the arrow, it will seek its target once fired using its control vanes for guidance. It can make to a 120 degree turn while in flight. If visual contact with the target is lost, it will move to the last known position and try to regain visual contact. The level bonus is used to cancel any range penalties. There is a 50% chance that if recovered it can be reused. They come in a variety of sizes and shapes. 150+50/level

Thunder Bolts are a mixture of hard and soft technology. It uses a Seeker arrow or bolt with a mini Booster incased in steel with a synthisteel head. The Booster ignites once the bolt is in flight and propels the arrow up to supersonic speeds, causing a loud crack. The speed of the synthisteel bolt allows it to penetrate up to 1' of normal steel. It also makes the bolt incapable of tracking anything smaller than a boat (use the level bonus to cancel range penalties of targets of super large size or greater). It is destroyed when it hits. The range advantage of the ballistae sized Thunder Bolts makes them popular as emergency fire power despite their expense, while the smaller Thunder Bolts are finding only limited use. Yet the advantage of the added fire power and range is slowly making them more popular. Arrow or bolt sized Thunder Bolts have three times range (triple each range category), and do damage as mounted lance. Ballistae sized Thunder Bolts have five times range, and do triple damage as mounted lance.

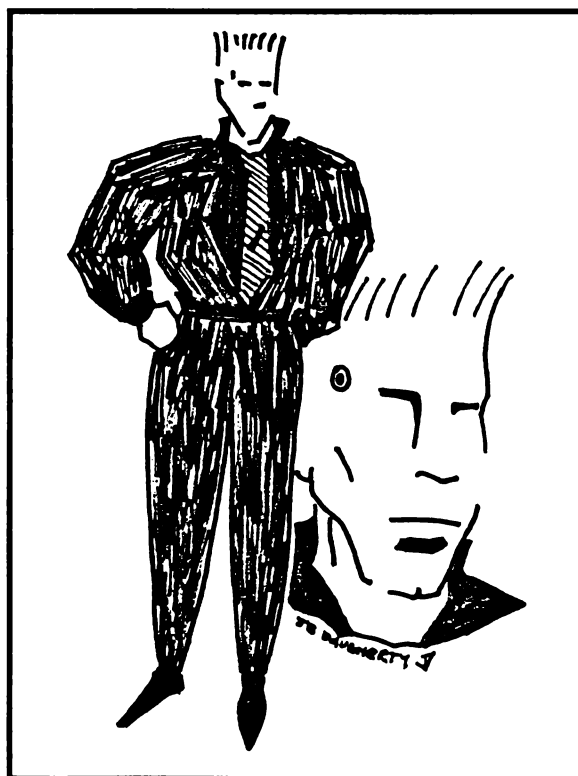
Special thanks to the works of Larry Niven for inspiration.
David Blank

SOFTech OPTION COSTS

Light Vac Skin*	1000
Heavy Vac Skin†	4000+200/level
Air Pod	100
Flight Skin	2000 + 100/lvl
Desert Skin	4000
Wet Skin	1500
Decon Skin	2000 + 500/lvl
Depth Skin	8000
EH-ES	15000
BioCrystal Helmet	+1500
Bloodseal	+1500
Color Shift	+200-500
Custom Colors	+50
Flow Skin	+1000
Sever Seal	+1000
Light Carry Arm	2000
Heavy Carry Arm	3000+200/level
Boosters	varies
Seeker Arrow	150 + 50/lvl
Thunder Bolts	1000 + 50/lvl
Thunder Bolts(Ballistae size)	4000 + 50 lvl

* Due to the total coverage necessary for these grafts to work, certain types of living grafts and buds cannot be used without exposing the host to the environment (including most Weapon grafts, Serpent grafts, Acid Buds, Projector Buds, and Storage Buds). A custom fitted skin can be engineered to fit over the grafts (+10 to 20% per graft depending on complexity) or the skin could be specially engineered with the grafts (double the cost of the grafts or bud).

† Due to the additional thickness of the skin, specially fitted armor must be used unless the skin has a Flow option.



LAST DAWN:

ENDGAME AT ENDWAR

INTRODUCTION

This is the last installment of the Last Dawn module series. It should be noted that some portions of this module may not apply to the current playing environment because of the various actions the PCs as well as the NPCs may have previously taken (that's what happens when you split a module over several issues). However, regardless of these past possibilities, the GM should be able to change any conflicting portions, or eliminate them altogether, without significantly disrupting the plot of this scenario. A separate section is included for *War Law*, ICE's new mass combat system (check it out). Although recommended, *War Law* is not necessary to use this scenario. Enjoy!

FLASHBACK

Dhulalee the Damned

Dhulalee, the mentor of Nelithicay and Lifethorn, was a twisted man with a dark mind. He had bargained his future away to demonic forces long before he began instructing the even then dubious youngsters who now plague the realm. Dhulalee was not the most attractive man to practice the art of necromancy, but he was perhaps the most dangerous. He was given to fits of rage and genius. An observer though would find it hard to distinguish between the two. Spurned by women, unable to discover true friendship, he spent his youth playing in the ruins of a lost temple high in the mountains of Endwar.

One day he happened upon a jet colored staff. The staff was not complete, apparently broken into one or more pieces. Dhulalee made it his aim to find the other half, and for many months cleared away the debris that obscured the inner sanctums of the crumbling temple. As he continued this work, he soon found himself understanding the various faded writings on the floors, ceilings, and walls that included runes and symbols as well as written language. The place seemed to want him. He always felt safe within its confines and occasionally would break into strange songs unknown to him.

After eight months of toil, he found the other half of the staff. The one part he had been carrying began to hum and whisper strangely. Dhulalee joined the pieces together – he wanted to complete his task. The staff was joined and the pieces instantly fused in a dull flash of opalescent black. Dhulalee felt strange powers, desires flow through every fiber of his frail body.

Dhulalee instantly felt ill, in his fit of fever he clenched the staff and gave it all of his power. The temple erupted in a cyclone of stone. The area was coursing with unseen hands applying strange architecture to wood, stone and mortar. Dhulalee felt himself slip into a deep nightmarish stupor. He awoke within a strange tower days later, and awaiting him, two grinning demons.

The University of Isphuntam

Years before Dhulalee arrived, the temple was a small, insignificant school for renegade conjurers and summoners. These misfits were outcasts of the various magical cults of Capital City.

The original member was a brilliant man by the name of Isphuntam. He was the strong headed sort who didn't take criticism well. This, combined with the fact that he was a rebel thinker, led to his expulsion by his contemporaries from one cult after another. The circumstances surrounding the situation were fabricated by his intellectual enemies. Determined to begin his own organization, he set out to find a suitable place to break ground for it. Isphuntam decided to build in the Gurdoise Mountains outside of Endwar. He found the locale quiet and the people gullible.

At first he found it hard to attract students of any skill to his 'school'. He realized he would need students from wealthy families to continue to build, but he lacked the reputation and diplomatic skills necessary to entice the proper individuals. Attempts to recruit in Capital City were prevented by successful petitions to the local constables by those who hoped to ruin him.

Running out of money, Isphuntam was about to concede defeat and begin looking for a way to reenter the graces of those he had alienated, when a dynamic individual knocked upon his door. A few conversations and a substantial contribution as well as promises to the school, convinced Isphuntam that this stranger was the answer to his problems.

Within a year, Isphuntam had more conjurers and summoners than he could accept and began to turn petitioners away. The stranger had disappeared some months ago, but Isphuntam was unconcerned since business was very, very good.

After three years, Isphuntam had graduated his first students, who he believed were superior in every way to those of the coteries of Capital City. But, while looking out his window, in a moment of serene reflection, Isphuntam saw the stranger approaching. And behind him followed a storm.

The Summoning

The stranger (who never did give his name) had returned to demand payment for his services and was very direct in conveying his reason for returning. At first, Isphuntam refused, but he was quickly convinced that to refuse to pay could end in disaster for Isphuntam's school.

Isphuntam offered the stranger gold, but it was refused. The stranger instead requested a mass summoning that was to be enacted by Isphuntam's graduates. The stranger appealed to Isphuntam's sense of pride by suggesting that the summoning be considered a final test of their skill; for the entity that he proposed be called for the summoning could grant great powers if it were handled correctly. The graduates were gathered to the central

courtyard where all had been personally prepared by the stranger. Everyone was excited. The summoning was initiated.

At first, the summoning progressed as expected. But then, the inscriptions placed upon the ground for protection disappeared. All seven graduates screamed in pain and then disappeared as well. Only Isphuntam and the stranger remained. A terrible stench filled the chamber accompanied by a deep purple fog that coalesced into a roughly humanoid shape.

The stranger approached the billowing form. He produced a mundane staff within his hands and presented it before the entity. Isphuntam could only watch – terrified that he had led such bright students; his investment in the future – to their deaths.

The stranger began, “I have given to you the price that you asked. It was at great risk and sacrifice to me. I now ask that you grant me position at your right hand!”

The entity exploded, driving both the stranger and Isphuntam back against the cold hard walls of the chamber. Isphuntam winced in pain, but as the room cleared, and the ringing in his ears ebbed, he heard a chilling laugh begin to rise in the air. Soon he was able to see clearly across the chamber. There, on his knees, giggling, was the stranger. His clothes hung upon him like torn strings. In his hands he held a jet colored staff. It glowed with the same sickly purple color as the summoned entity had.

The stranger noticed Isphuntam’s attention and laughingly said, “I am truly sorry for your students. But know this – they are not dead. They will live for all eternity because of the skills you have taught them.”

Isphuntam was relieved but not satisfied.

“What has happened to them, where are they now?”

“Many worlds away Isphuntam, many worlds away...”

“Why did you take my students? Why me?”

“Because they were the best. You are the best... Summoner that is.”

The stranger stood fully and took a deep breath. Isphuntam did the same.

“The staff you now carry, is that what you asked the entity for?”

“In part, yes.”

“Is it important enough to sacrifice the lives of seven men?”

“It is.”

Isphuntam started to feel anger at the stranger’s simple answers. He still felt very weak. He was dizzy; he should not have stood up so quickly.

“Isphuntam. I have to go out into this world now and prepare it for the coming of my master. I am allowed one apprentice. I choose you.”

Isphuntam couldn’t believe his ears. This man had destroyed his school, sent the seven finest summoners in the world to who knew where, and he was now being offered the lofty position of apprentice. Enough was enough.

“Apprentice? Well, that does sound tempting.” Isphuntam could always gather eerie reserves of strength with a little concentration.

“But I’m afraid I must decline. You see, I think I want your position!”

Caught completely off guard, the stranger reeled backward from the powerful blast that Isphuntam released from his hand.

It began to rain. The wind began whipping debris throughout the chamber making it difficult to see.

“Isphuntam! Don’t be a fool. This staff gives me unfathomable power. It is a measure of your world’s greatest mystic masters. It is double their combined power! You cannot usurp me!”

Isphuntam was not listening and invoked a small spell of protection from a ring he stole from a demon prince during one of his greatest summonings. He then made it painfully obvious to the stranger that he was now preparing a spell of very high order.

“Isphuntam. I don’t want to destroy you, but make no mistake... I will.”

Isphuntam continued to gesture rhythmically.

“Very well. I had hoped that you would have served me.”

The stranger pointed the staff at Isphuntam and released a thin blue-white beam. It cascaded over Isphuntam and then drained away. The stranger gasped. Isphuntam suddenly fell to his knees and screamed in pain. The stranger’s gasp turned to a wicked smile as Isphuntam began to cough up blood.

“You see Isphuntam, I cannot be resisted. I give you one more opportunity to join me. Help me to deliver this pitiful world into the hands of my master. Be my apprentice.”

“Never!”, cried Isphuntam, “*I am not an apprentice!*”

The field about Isphuntam shimmered again, and Isphuntam once again cried out in pain, then the energy gathered and focused a few feet in front of Isphuntam and shot straight for the stranger. The luminescence of the strike lit up the chambers walls as it filtered through the now heavy rain.

The stranger instinctively blocked the blast with the staff. The beam struck it with apparently no result.

“Nice trick Isphuntam, but enough games. Now I will send you to join your students in their endless toil.”

He raised his staff and it fell apart. Two glowing fragments began to fade at the stranger’s feet. The stranger, however, seemed unmoved. He gave Isphuntam a wry glance as if to make sure he was not preparing anything new. Isphuntam wiped the last of the blood he had coughed up from his chin. The stranger rubbed his palms together and spoke a spell of mending. He then stooped over to collect the pieces of the staff.

There was then a loud clap of thunder and a brilliant, dancing array of lightning struck the inner wall of the chamber. Heavy plinths of debris fell all about the two, completely burying either’s hopes of a victory.

The Staff

The demons were not patient teachers, but they did know how to get their lessons across. They healed Dhulalee’s body and strengthened his mind. They spoke of debts owed him by a powerful force beyond his world. They foretold of days of conquest with Dhulalee as ruler of this sphere. All this they revealed to be but a minor function of the staff. This power though, did have a price.

Dhulalee learned that he had to assemble seven skilled summoners to bring the power of the staff back to this world. Once assembled, the staff would instruct him concerning the remaining details. They spoke of no time frame and then took their leave.

Dhulalee considered the words of the demons. For the first time since he had found the staff did he really feel well. The staff glowed no more and was an ugly piece of strange crystal-like wood. He was normal now; the demons had removed his sickly

demeanor. He finally decided to take a vacation. The tower was weird but comfortable. He thought about conquering worlds another day.

Opportunity Knocks

Several weeks passed and it was now the dead of winter. Dhulalee was busy finishing the many grimoires that the demons had left for him when he heard the voices of two young men beneath his window.

"Hurry and knock, Eljone. I am freezing and hungry."

"You knock. Remember, you're the leader of this adventuring party!"

"Fine, step aside."

Isphuntam heard the expected knocks and went downstairs to receive these very brave guests.

The two young men turned out to be runaways from Capital City's largest orphanage. Isphuntam thought them odd to be still in an orphanage, but he soon learned that their personalities could have easily stopped all hopes of adoption.

The Bond

When the men learned that Isphuntam was a Warlock, they were mesmerized. Isphuntam found that he could tell them anything and they would believe it. Here were two bright souls with which to start the summoning. It wouldn't take long to teach them the basics and then he could send them out to find more. So Isphuntam offered them a home for the winter and began their training immediately.

Time Passes

Years passed and the two young men become interesting adults. Over the years Eljone and Mulbar constantly bickered. They stole from each other, subjected each other to heinous spells and experiments, and many other unspeakable atrocities. Because of the growing rivalry, Isphuntam could not finish his teachings. He decided to send them off in separate directions to recruit seven accomplished summoners. Eljone, now self-named Lifethorn, and Mulbar, now Nelithicay (because Eljone had a special name) set off to bring Dhulalee his summoners.

The Competition

Lifethorn and Nelithicay did not remain separated for long though. Each was determined to recruit more summoners than the other. During various scenarios by each to impress unknowing subjects into Isphuntam's scheme, the other would almost unfailingly interfere with it. The counter plots ranged from having the other falsely arrested or outright killing the summoner on his way back to Isphuntam's tower. This went on for many years.

The Second Summoning

Dhulalee eventually received seven summoners of significant skill with which he could enact the summoning. But, in his attempt to secure the permanent services of the seventh summoner, the reluctant mage spelled a terrible illness upon him. The summoner was eventually secured, but Dhulalee was mortally stricken.

Homecoming

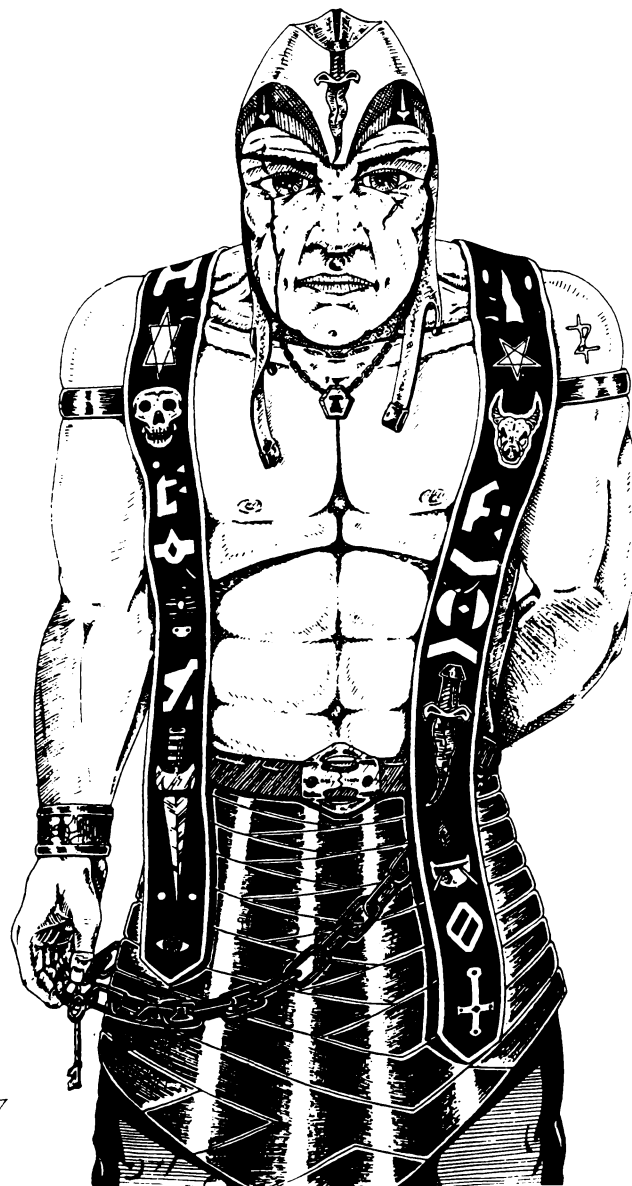
Dhulalee called his "sons" back home. He explained in his summons that he was going to leave this world and that he had a great boon to offer his greatest servant.

Nelithicay was the first to arrive. He used the resources of Dhulalee's laboratory to produce the Hewbratyns and other miscellaneous beasts to defend the tower against Lifethorn's return. Apparently Lifethorn's reputation had preceded him and Nelithicay wasn't taking any chances. After all, Dhulalee promised a great boon.

Lifethorn, Dhulalee's favorite, received detailed information about Nelithicay's preparations. But only up to a certain point. Dhulalee's illness soon made it impossible for him to transmit any sort of information at all.

The Boon

The boon is, of course, the secret to the summoning of the master, a demon of terrible power, whom in return for access to this plane will recharge the staff and ordain its wielder as its harbinger. If either Nelithicay or Lifethorn is granted this boon, the world would surely suffer.



M 87

TERTSI AUSTIN,

HONORABLE MAYOR OF ENDWAR

15th Level Professional (Politician)

Human • 43 years old • 56 Concussion Hits

Statistics

Ap: 89 Co:73(5) Sd: 83(10) Ag: 63(10) Me: 99(20)

Re: 96(15) St: 58(5) Qu: 64 Pr: 91(10) In: 71 Em: 71

Skills

Administration 88; Philosophy/Religious 48; Trading Lore 78; Trading 78; Riding 65; Dancing 98; Maneuver in Armor (Soft Leather) -; Bastard Sword 75; Advertising 50; Public Speaking 63; Propaganda 63; General Perception 79; Lie Perception 82; Diplomacy 80; Leadership 78; Duping 93; Bribery 90; Falsification 82; Streetwise 53.

Items

Bastard Sword: +20 of slaying giants

Opal studded earring: +50 to hearing perceptions

Spectacles of Clear Thought and Comprehension: (as 20th level spell *Analysis* from Sage Base List Analysis)

Appearance/Manner

Conservative dress, well mannered, always polite in speech, patient, decisive and extreme in decisions (seldom any middle ground)

Austin is a professional politician. He has held Endwar's top office for twenty-two years. His family was among the first to settle the area. Four previous generations of family have pursued successful political careers. His brother, Armaine, is the King's advisor when it comes to making decisions concerning the spending of funds from the royal coffer. So Austin takes great care to run the affairs of Endwar with precision and pride, else when Armaine visits, he would have to endure conceited criticisms of his administration.

Austin has one child, Anna. She is currently on her honeymoon with Endwar's constable, Antillus Devron. Austin was married twice. His first wife, Conticia, was unfaithful. Conticia and Austin parted amicably. His second wife, Floranna, bore him two children but died as she gave birth to Kelmoor, who died eight years ago. He never married again.

Austin hates surprises; he prefers a simple, predictable life. If something goes wrong with a plan, he is very quick to act and solve the problem. Austin will protect the interests of the town at all costs. He will not tolerate law-breakers, ruffians, lewd language, etc. in the streets of Endwar. The PCs will have to be on their best behavior when they speak with him, or they're likely to be ushered quickly out of Endwar.

Currently Austin is currently making preparations to deal with Lifethorn, Last Dawn, and the invasion of Nelithicay – a very busy day!

GUNDALMOSA FINTRO,

30TH LEVEL LAY HEALER

Guadoise Man • 468 Years Old • 63 Concussion Hits

Statistics

Ap: 63 Co:72 Sd: 59(5) Ag: 62 Me: 87(5) Re: 92(10) St: 58(5) Qu: 69 Pr: 100(25) In: 90(10) Em: 82(5)

Skills

Herb Lore 87; Poison Lore 92; Sanity Healing Lore 93; Dagger 53; Use/Remove Poison 91; Cookery 73; Painting 79; Sculpting 61; 8 languages (min 5 ranks in each); Tale Telling 72; Attunement 63; Directed Spell (Shock Bolt) 45; First Aid 86; Second Aid 92; Surgery 123; General Perception 68; Seduction 70; Acting 40; Trickery 35; Scrounge 62.

Spell Lists

All Base Lay Healer Lists to level

Closed/Open Mentalism to level: Damage Resistance • Attack Avoidance • Cloaking • Brilliance • Solid Manipulation • Mind Mastery

Items

Bag of Endless Herbs: Will supply one herb of any type once/day. User must make a RR vs. his own level with a -30 modifier in order to gain the desired herb.

Ring of Mind Fortress: Any attempted manipulation to the thoughts of the wearer will automatically fail. Reading attempts will give the wearer a +30 bonus to his RR.

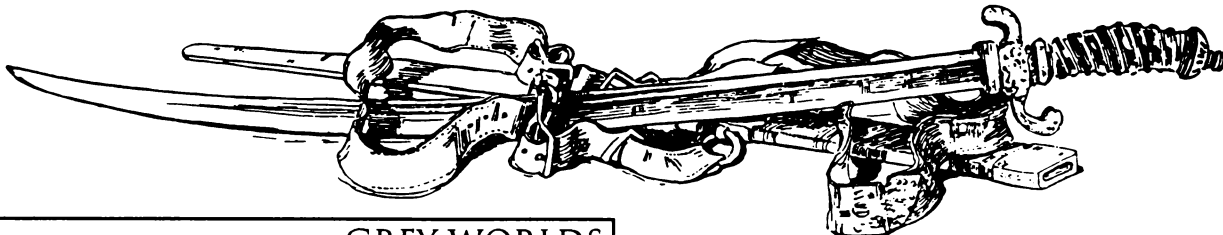
Sash of Displacement: 5/day as Illusionist spell *Displacement V*.

Appearance/Manner

Prefers light colors/pastels, loves to read (anything) never without a book, gracious, extremely empathic with an insuppressible need to help (frequently makes the problems of others his own), requires the company of others, will seldom be found alone.

Fintro has lived in Endwar for as long as anyone can remember. His age is unknown; even to Fintro. He is giddy, carefree, but concerned about the health of the town. He never accepts money for his services from the citizens of Endwar. His only fee is for the patient to heal fast and remain well. However he does charge a nominal fee to outsiders. Fintro and Soridian were very close friends, and Fintro lives in a home paid for by the temple. The two saw to Endwar's spiritual and physical health.

Recently Fintro's demeanor has drastically changed. With the death of Soridian and Earl Rootman, he has taken on a life of solitude. He still makes his rounds to the area farms, but he does not linger as long as he once did. The town is extremely concerned. He is a powerful healer and a friend; they do not want to lose him. Fintro will return to Endwar when news of the invasion reaches him through some of the outlying farms.



DALIK

14TH LEVEL SAGE-BARD

Human • 38 Years Old • 88 Concussion Hits

Statistics

Ap: 90(5) Co:75(5) Sd: 60 Ag: 85(5) Me: 83(5) Re: 72
St: 80(5) Qu: 84(5) Pr: 100(25) In: 54 Em: 88(5)

Skills

Herb lore 80; Philosophy/Religious 74; Poison Lore 63; Animal Handling 80; Animal Training 80; Lip Reading 45; Attunement 80; Detecting Traps 60; Direction Sense 60; Poison Perception 30; Read tracks 80; Tracking 80; Stalk/Hide 65; Caving 72; Foraging 64; Region Lore 20; Scrounge 30; Duping 88; Acting 99; Bribery 74; Disguise 45; Mimicry 56; Slight of Hand 48; Riding 55; Storytelling 93; Singing 100; Instrument, Flute, Lyre 125; Bastard Sword 88; Dagger 67; Ambush 81;

Spell Lists

All Bard Base Lists to 10th

All Sage Base Lists to 15th

All Open/Closed Mentalism to 10th

Appearance/Manner

Dalik first met Lifethorn in a jail cell. Both had been sentenced to death. Lifethorn had been convicted of impersonating a priest. When the church discovered that all of his lifegivings were actually necromantic resuscitations, they wasted no time seeing to it that he was dealt with in the swiftest possible manner. Dalik was charged with raping the daughter of a wealthy merchant and then attempting to frame her father for the crime. The two got along well and when Dalik's associates arrived to free him from prison, he convinced them to free Lifethorn as well.

Together they were the perfect team. Dalik had a great mind for obscure facts and acute skills in social conduct. Lifethorn was adept with disguise and was a peerless planner. Their early schemes were just for money. Later they graduated to blackmail, kidnapping and murder. Their partnership lasted for eight years. It was abruptly severed when Lifethorn discovered that Dalik had plans to snuff him out and take over the small criminal empire they had built.

Dalik has no conscience. He is cruel with a venomous temper. He is deceitful and full of misdirection. Unless he is acting otherwise, it is almost certain that whoever meets him will instantly hate him on sight. Dalik doesn't have the ambitions of Lifethorn, but he is just as cruel. His purpose here is strictly that of revenge, and he will certainly try to kill anyone who interferes with his plans. Dalik's manners are impeccable, and he is extremely well groomed. He is able to steer a conversation in any direction he chooses and can extract information from the tightest lips. Dalik moves very fast when he feels he has the answers and the path is clear. He relies heavily on intuition rather than fact.

LIFETHORN

20TH/10TH NECROMANCER-MAGICIAN

Human • 63 Years Old • 92 Concussion Hits

Statistics

Ap: 40 Co:65 Sd: 60 Ag: 59 Me: 95(15) Re: 80(5)
St: 40 Qu: 64 Pr: 97(15) In: 79 (5) Em: 101(30)

Skills

Architecture 78; Faerie Lore 80; Fauna Lore 80; Herb Lore 80; Philosophy/Religious 74; Poison Lore 93; Stone Lore 60; Cookery 65; Crafting 80; Attunement 100; Circle Lore 40; Power Perception 97; Symbol Lore 55; Warding Lore 60; Poison Perception 80; Caving 82; Foraging 104; Region Lore 20; Scrounge 70; Disguise 120; Acting; 110; Directed Spell (Firebolt) 100; Demon Lore 58;

Spell Lists

All Necromancer Base Lists to 50th

Fire Law to 20th

Ice Law to 10th

Open Chan/Ess to 10th: Purifications • Concussion's Ways • Lofty Movements • Unbarring Ways • Essence's Perceptions • Delving Ways • Elemental Shields

Closed Chan/Ess to 10th: Creations • Locating Ways • Lore • Invisible Ways • Dispelling Ways • Spirit Mastery

Items

Cloak of Night: This powerful cloak was stolen from Nelithicay's wardrobe years ago. The two apprenticed together to the same dark master and often stole from each other. It serves as *Shifting Armor*; The cloak will give the wearer the best armor value against any attack (GM should choose lower severity critical over less concussion hits, when applicable). It confers +45 bonus vs. all attacks, and allows the wearer to become invisible (as *Invisibility I'*) upon command. Wearer moves in perfect silence (- 50 to perception rolls). The cloak will not function in the light of the sun.

Ring of Teleportation: A simple ring that teleports the wearer upon command to a predefined location. Only one location can be stored in the ring at a time. Range is limited to thirty miles. Usable 3x/day.

Amulet of Undead Control: This is a specialty item attuned specifically to Lifethorn. Any undead created by his hand will obey him unerringly. Such undead cannot be controlled by any other source (continual to all *Control Dead* and *Repulsion* spells). The amulet allows Lifethorn mental contact with any specific undead at any time.

Appearance/Manner

Lifethorn, for all that he has done, is actually a pleasure to talk to socially. As long as you do not 'fit' into his plans, he will seem a very generous individual though sometimes a bit crazy. He has a chilling giggle which can be unnerving. He often finishes the sentences of others and corrects their grammar. He is never in a hurry and has an irritatingly slow pace to his manner. Otherwise Lifethorn is bad news. He is conniving, desperate, evil, cunning and manipulative. There are no limits to his madness. His history is long and infamous. If a man can be judged by the quality of his enemies, than

Lifethorn is a man of infinite quality. He is worth more dead than alive. A third of the reward money could buy a kingdom. He has so many faces and names that a scribe would be kept busy for a lifetime trying to record them all. He is a master of disguise. He changes sex and appearance more often than a chameleon could change color crawling across the floor of a paint shop. What makes him so difficult to catch is that he knows when to cut his losses and hit the road. He has no ethics or morals and thus nothing to stand and fight for.

Lifethorn has had a few close calls. He has been locked up several times only to mysteriously escape before execution. He has killed all who have gotten in his way, and then brought them back from the dead to serve him. His basic motto is: "Dead enemies are boring".

He is only an average magician. His true talents lie in necromancy. He has a certain flare for creating new and improved undead. He hates standard undead types and will usually try to create something new and exotic. One of the pieces in which he took great pride was a vampiric flea. The little parasite infected half a town's dog and cat population before it was accidentally burned in a costly canine/feline round-up. In short, nothing is taboo for Lifethorn. He is a dangerous coward. If he is cornered, he can be lethal. Left unchecked, he has the power to subjugate the realm.

KARTUL

16TH LEVEL CLERIC

Human • 42 Years Old • 71 Concussion Hits

Statistics

Ap: 80 Co:75 Sd: 60 Ag: 59 Me: 85(10) Re: 80(5)
St: 70(5) Qu: 74(5) Pr: 87(10) In: 99 (20) Em: 77(5)

Skills

Herb Lore 70; Philosophy/Religious 104; Poison Lore 43; Cookery 75; Crafting 40; Attunement 85; Symbol Lore 95; Warding Lore 90; Region Lore 70; Demon Lore 48; First Aid 66; Quarterstaff 88; Dagger 55; Maneuver in Rigid Leather - ; Propaganda 66; Singing 80; Divination 99; General Perception 55; Diplomacy 72; Administration 82; Riding 52; Meditation - Cleansing 60; Healing 55; Trance 48.

Spell Lists

All Cleric Base Lists to 20th level

Open/Closed Channeling to 10th: Barrier Law • Purifications • Spell Defense • Blood Law • Calm Spirits

Items

Iron Quarterstaff: strikes as Mace +40, weighs one kilogram

Robes of Annulment: 35% chance to neutralize any spell cast upon wearer

Ring of Singing: +30 to singing attempts

Appearance/Manner

Kartul wears very conservative clothing. He is very fastidious with his hands; they must always be clean. He sometimes forgets to comb his hair and often apologizes for his appearance. Kartul is nervous with his new assignment. He is sometimes too nice. He is hot tempered but will apologize for any outburst almost as quickly as he makes it.

ANTILLUS DEVRON,

CHIEF CONSTABLE OF ENDWAR

18th Level Fighter

Human • 36 Years Old • 110 Concussion Hits

Statistics

Ap: 70 Co:83(10) Sd: 90(15) Ag: 90(10) Me: 72(20)
Re: 68 St: 93(15) Qu: 90(10) Pr: 101(30) In: 58 Em: 41

Skills

Heraldry 87; Military Organization (military of the realm) 91; Tactics 105; Animal Handling 68; Riding 93; Driving 62; Climbing 58; Swimming 58; Brawling 107; Disarm Foe (Armed/Unarmed) 98/68; Reverse Stroke 103; Stunned Maneuver 96; Two Weapon Combo (Stiletto/Bastard Sword) 112; Great Sword* 126; Bastard Sword 92; Long Bow 103; Quick Draw 87; Adrenal Speed 87; Adrenal Strength 92; Ambush 63; Silent Kill 58; Armor Evaluation 72; Weapon Evaluation 72; Cookery 63; Rope Mastery 58; Skinning 118; First Aid 72; Detect Traps 88; General Perception 110; Sense Ambush/Assassin 99; Interrogation 78; Streetwise 101.

Items

Great Sword of Truth: If the wielder speaks the truth about a misdeed of his opponent, then every time a critical is achieved, the opponent must make a RR vs. the level of the wielder or die. If the wielder is wrong, then he must make the RRs or die.

Ring: +20 DB;+15 RR;+30 ED

Appearance/Manner

Simple dresser, simple mannered, very direct in speech, impatient, volatile temper.

Antillus is a professional fighter. In his youth, he won over two-hundred sword tournaments and numerous honors for service to the state. He was famous for making the contests look very bad for himself and then turning the tide as the crowd cheered him on. Today though, he finishes most altercations within two or three strokes. He seldom wounds or asks for surrender. He believes that if a man (or woman) should ever draw their sword upon him, then they mean to use it. A quick and painless death will always result for the poor fool who tries his stuff against him.

Thanks to the PCs, Antillus and Anna, the mayor's daughter were married and took their honeymoon in Capital City. The honeymoon will be half over when Devron receives word that Endwar is yet again in trouble.

There is little that Antillus has not seen. He is intelligent and dangerously capable with his sword. He is impressive, sharply polite, and only interested in the facts. PCs who are honest and straightforward will find a helpful and powerful ally in Antillus. Frivolous characters will be coldly treated if not asked to leave Endwar altogether.

There are eight other constables who regularly patrol Endwar. They are all personally trained by Antillus and are completely loyal to him. Every constable has a wife and at least one child. Antillus feels that each man will protect Endwar better if he has roots in it.

NELITHICAY

20TH/15TH NECROMANCER-WARLOCK

High Man • 58 Years Old • 88 Concussion Hits

Statistics

Ap: 87 Co: 70 (10) SD: 80 (5) Ag: 55 (-5) Me: 90 (10) Re: 92 (10) St: 55 (10) Qu: 75 Pr: 99 (30) In: 100 (25) Em: 96 (15)

Skills

Astronomy 65; Demon Lore 68; Herb Lore 82; Military Organization 85; Philosophy/Religious 75; Poison Lore 88; Research 86; Tactics 88; Dance 70; Sailing 63; Body Damage Stabilize 75; SLA 95; Use/Remove Poison 91; Appraisal 88 (Wines); Horticulture 55; Poetic Improvisation 72; Attunement 96; Channeling 75; Directed Spell (*Darkfire Bolt*) 95; Magical Languages (Skotia, Thanatos) 90; Power Perception 55; Scrying 105; Spell Mastery 92; Hypnosis 86; General Perception 105; Lie Perception 88; Sense Ambush/Assassin 45; Surveillance 78; Diplomacy 95; Acting 100; Falsification 90.

Spell Lists

All Necromancer Base Lists to 20th

Open Chan/Ment to 10th: Barrier Law • Light's Way • Detection Mastery • Lofty Movements • Brilliance • Detections • Anticipations • Cloaking

Closed Chan/Ment to 10th: Lore • Nerve Law • Symbolic Ways • Locating Ways • Mind Mastery • Telekinesis • Mind's Door • Sense Mastery • Gas Manipulation

Other Lists to 10th: Spirit Mastery • Elemental Shields • Spell Reins • Scrying Guard • Doom's Law • Evil Eye

Items

Nightraven: Beautifully crafted gold pendant of a raven; allows wearer to summon 1-5 ravens and use them to scry upon his enemies for up to one hour per level. The ravens can each be controlled at distances up to 10 miles per wearer's level. Establishing 'sight' through the ravens requires a Hard (-10) Scrying roll.

Bloodstone Ring: +20 to all base and directed spell attacks, x3 PP, +30 DB and RRs.

DeathMist Cloak: Soft black and white cloak made from the finely woven hair of murderers. Provides wearer with continual *True Armor* (Open Essence Elemental Shields). Upon command, the cloak will create a 20'r mist around the wearer, partially obscuring him (-25 perception, -25 to all attacks). The mist drains Co from all who stand within it, much in the same manner as a ghost (3-5 points of Co each rnd, RR vs. 10th lvl applies). Once a day, the wearer can become insubstantial for 10 rounds. While insubstantial, the wearer is almost invisible (-75 perception), and can take no action except movement at his normal movement rate.

Bloodchill: +40 rapier, inflicts additional cold criticals of equal severity, target must RR vs. 10th level or lose Life Energy Levels equal to the severity of the critical inflicted ('A' = 1 level, 'B' = 2, etc.).

Appearance/Manner

Unlike Lifethorn, Nelithicay isn't exactly a 'pleasure' to talk to—one tends to feel badly outclassed. He is sophisticated, charming, and literate, diplomatic and gracious in the extreme. Truthfully, though, he is unbearably arrogant and self-centered, and mentally refers to other ('lesser') humans as "meat".

Nelithicay's problems with Lifethorn actually predate their mission. Of the two, Nelithicay was the sophisticated and outgoing one, continually composing impromptu poetry for the women he always seemed to have following him around. (These decorative young ladies were never there for more than appearances, however. Nelithicay is actually almost completely asexual.)

Lifethorn hated him. He hated the ease with which he attracted women, the words which flowed so gracefully from his tongue, and, possibly most of all, his familiarity with the 'boudoir of the grape', as he refers to his extensive and priceless wine collection. He hated the fact that he was faced with a rival who could surpass him in so many comparatively trivial ways. Lifethorn's hatred for him was well established before the mission turned it into an all-encompassing obsession.

Nelithicay, on the other hand, has never been anything other than kind (read: condescending) to his 'compadre' Lifethorn. He never missed an opportunity to assist him with his grammar, his dress, his (unfortunately plebeian) taste in wines, his studies, his personal hygiene, and so on. He never passed up a chance to loan his 'spiritual brother' money. In short, he devoted himself to making Lifethorn's existence utter hell in every petty, childish way possible.

Nelithicay is now determined to rid the world of Lifethorn and receive the boon that Dhulalee still waits to give. But Nelithicay has to prove to Dhulalee that Lifethorn is truly dead, and that means acquiring Lifethorn's remains or something very personal, such as his Amulet of Undead Control (not to mention being rabidly anxious to recover the Cloak of Night that Lifethorn had the unmitigated audacity to steal). Even if Nelithicay does easily gain the boon from Dhulalee, he still has all of those Hewbratyn headed for Endwar ... oh well.



AN ULTIMATUM

Nelithicay wastes no time in preparing a wonderful reception for Lifethorn. He quickly dispatches a small group of shadows to Endwar to gather more information about the state of the town, and more importantly, to determine exactly where Lifethorn is. Even if Lifethorn has been executed, Nelithicay will still want his body or ashes or what ever may remain of him.

If Nelithicay can covertly remove Lifethorn, he will do so; this of course will depend entirely upon what precautions the characters have taken. If the characters still have Lifethorn, they will be very busy fending off attacks by the Lich Company. If they have dealt with the Company, they will have to deal with Dalik's attempts to kill Lifethorn. If they have also dealt with Dalik, then they will only have to worry about Nelithicay, who Dalik will have predicted would certainly come. If Lifethorn has been killed by either the party or Dalik, Kartul will suggest that the body be absolved and cremated to ensure that Lifethorn can never cause Endwar or anyone else further trouble. Dalik, if he is still around, will support Kartul's suggestion.

Dalik's exit

With Lifethorn out of the way, Dalik will disappear as soon as possible. He has his own niche to carve out of the world. The GM could use Dalik as an NPC villain for some later adventure. He should remember that most of the tactics that Dalik uses were taught to him by Lifethorn.

The party may well have incarcerated Dalik for trial if they have connected him with the murder of the Humblemans. The party could have both Lifethorn and Dalik incarcerated, which could add a great deal of delightful complication later in the scenario.

Lifethorn's tactics

If Lifethorn is still alive and free, he will be methodically devouring the town with guerilla-like attacks. In this case the party should have their hands full trying to organize Endwar's defenses. These guerilla attacks are carried out by mostly mundane undead lead by a Vampiric Spectre. There are only two attacks each night and they occur at random intervals. Lifethorn will not stop these attacks until every citizen is under his control. If this is the case, hundreds of people will already be leaving their homes during the daylight hours. Some however will remain to protect their homes, somehow hoping that the party will be able to save them.

If Lifethorn is under lock and key, and he has had all of his belongings removed, he will be rather helpless until the Lich Company rescues him. If the Lich Company has been dealt with, he will use every opportunity to escape as best he can. Remember, Lifethorn will spare no indignity in order to gain his freedom.

If Nelithicay begins his assault against Endwar, Lifethorn will warn the party that only he possess the knowledge to save the town from the rather unique creatures his old enemy will send. If he is told that reinforcements are being sent from Capital City along with special support from the Church, he will warn them that it will take more than Capital City to stop Nelithicay and all the resources currently at his command.

If Lifethorn still cannot win even partial freedom, he directly suggests an assault on Nelithicay's tower (though loath to do so).

He explains that the tower is sentient to a certain degree and that only he knows how to navigate its pitfalls. The GM should really make Lifethorn seem pitiful at this point – try every dirty psychological ploy to get them to release Lifethorn!

A Question of Time

Austin may or may not have been warned about Nelithicay. In any event, word will reach him through various sources (farmers, travellers, etc.) that a large force has crossed the realm's borders and is currently in route to the valley. Austin will of course desire to independently confirm these reports and will send the party to investigate. He will make it very clear that if the reports are true, they must return, in person (because of all the misdirection of late) and report directly to him.

A Plea for Help

The party will of course encounter Nelithicay's forces, and after their report, Austin will immediately send word to Devron in Capital City. Devron will inform the authorities who will in turn send a large detachment of troops to defend Endwar. The Church will also send a large envoy. Additionally, large numbers of the curious will follow as well. Devron will leave Anna behind in Capital City promising to send for her as soon as the situation is brought under control.

Preparations

The party should realize that some really big poo-poo is about to come down. Austin will estimate the arrival of reinforcements at about the same time as those of Nelithicay's. Austin will assign the party to help muster Endwar's defenses and listens to any and all suggestions. The party should take charge of the situation and attempt to creatively solve the crisis since it doesn't appear that help will arrive in time.

The party should be encouraged to come up with their own ideas. But if they appear to have trouble, or their ideas do not seem to dramatically help the situation, the GM can use some of the following suggestions which can be introduced by Austin or one of the locals who may have some experience in warfare such as service in the guard, or as a soldier in the army.

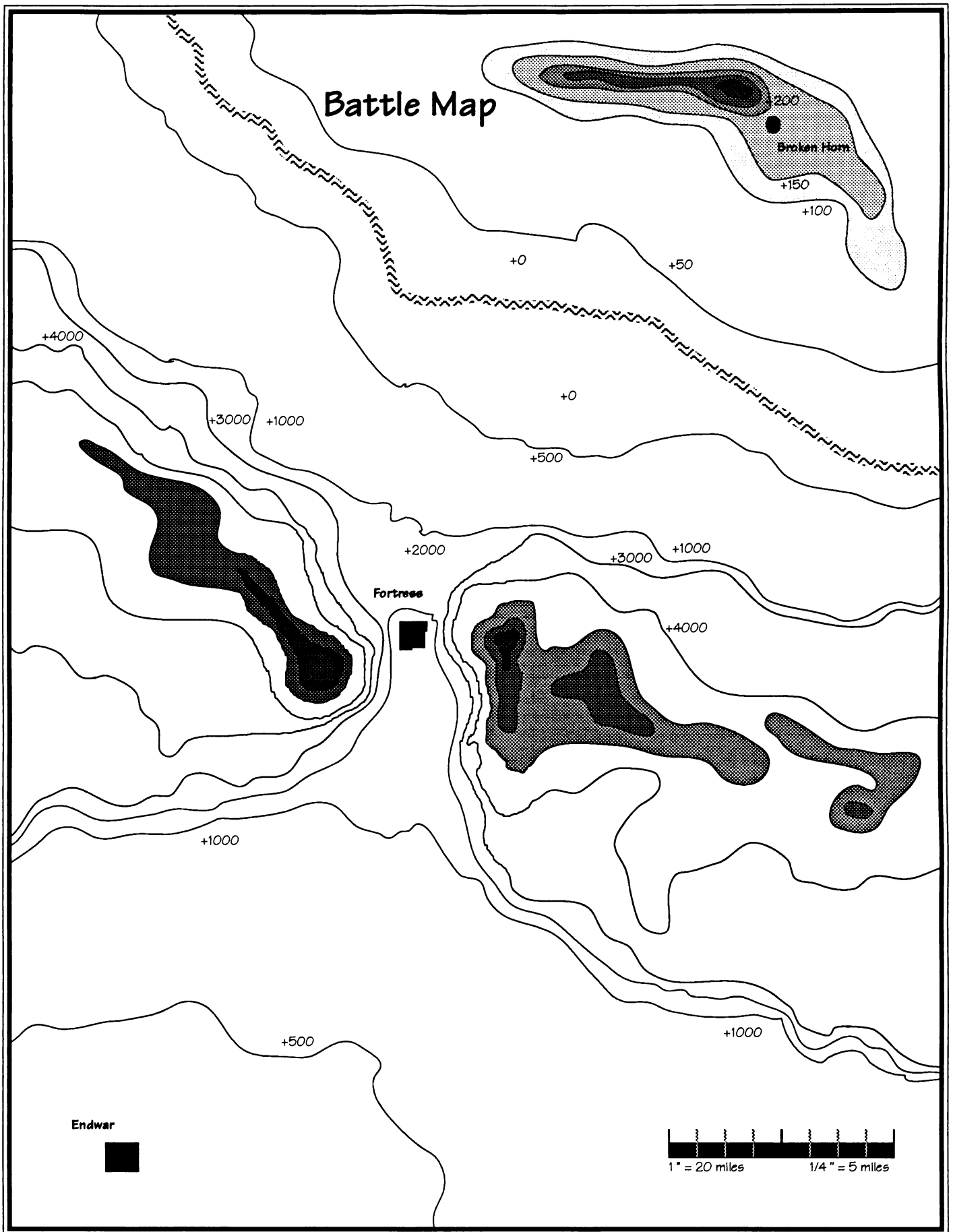
- Penetrate the enemy lines and confront Nelithicay directly. Without him, his army will easily be defeated (suggested if not using *War Law*).

- The pass which the invaders will have to use is easily defensible. If the party hurries, they and some local men could set up defenses which could delay Nelithicay's progress, thus giving the forces of Capital City time to arrive. (Suggested if using *War Law*).

Return of an Old Friend

The rumors of an invasion will interest Fintro greatly. He will return to Endwar and offer his services to the Mayor and PCs. The excitement will shake Fintro out of his morose state and back to the cheerful Healer he once was.

Fintro will insist upon a service for Earl Rootman once all the invasion has been quelled (an optimist to the end).



Deadly Confrontation

If the party decides to confront Nelithicay directly, they will have to do so in his tower. The Hewbratyn patrols are detailed in the War Law section. Use this information to determine if the party succeeds in getting past them on their way to Nelithicay's tower. Nelithicay's tower is a formidable opponent in its own right; the PCs will have to overcome this structure before they get to meet Nelithicay. The Tower is detailed in the War Law section.

Stalling for Time

If the PCs gather a suitable militia and inspect the pass, they will find half of an immense old fortress that once guarded against the Gurdoise Giants. Much of their success depends on their preparation of the surrounding area and if suitable repairs are made to the fortress. The pass and fortress are detailed in the War Law section.

Endgame and War Law

This section includes all the information the GM needs to run various sections of this scenario with **War Law**. Included is the information needed to run the guerilla attacks by Lifethorn's Last Dawn forces. It details the militia of Endwar, the Lich Company, Hewbratyn units and the church and army forces being dispatched from Capital City.

The GM can pick and choose which elements of this section he would like to incorporate into the scenario. Some suggestions are to let the PCs lead the Endwar militia units and spend a night "ghost hunting" through the vast acreage of Last Dawn. If the characters desire, they can take Endwar's militia and journey to the fortress and set up a barricade there to delay the Hewbratyn until help arrives from Capital City. Later in the adventure the PCs could be given command of various units of Capital City and the Church to engage the Hewbratyn army in an all out orgy of combat. Finally, if the GM deems it appropriate, the players could become a part of a siege upon Nelithicay's tower.

Essentially any or all of the above elements can be included. But this scenario can go in many directions; it is unlikely that all of them could or even should be used in a single run of this module.

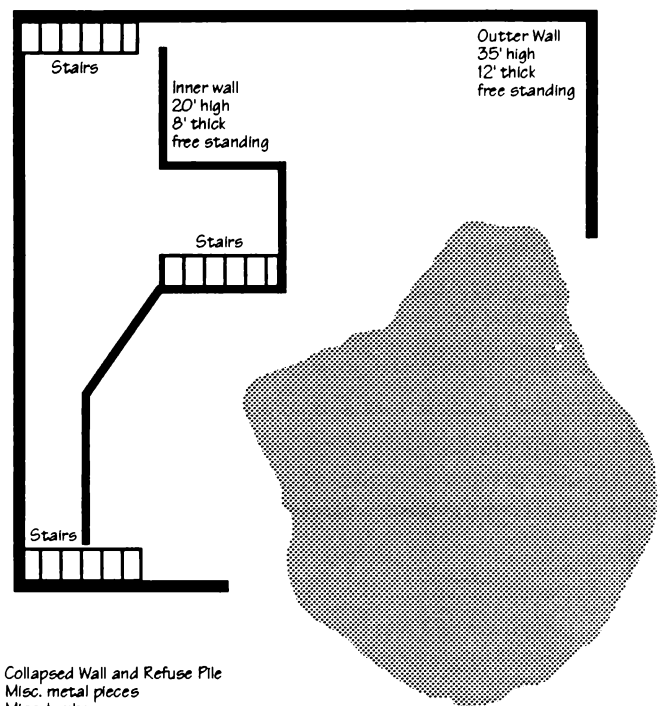
THE PASS AND FORTRESS

The fortress once guarded the northern lands from invasions by the Gurdoise Giants. Most of its outer walls still stand as a monument to the time of the Giant Wars. The inner structure has completely crumbled. There are still some stone stairs that lead to the upper ramparts. The essential material that once composed the basic structure of the missing walls is in a large pile on the Southeast corner.

The PCs, attempting to stall the army, could use this fortress and the debris to block the pass. How they go about constructing the block is left to the PCs and the GM's final approval. In general, there is enough material to form a ten foot high wall, three to four feet thick across the entire pass. It will take many men and the aid of applicable spells to form this wall in time. The wall is then only a minor obstacle; it will have to be defended to be an effective barrier.

In addition, there is a steep, one-half mile grade that the Hewbratyn army will have to climb in order to reach the fortress. The PCs could also modify this in some way to hinder the Hewbratyn so that it severely slows the movement of their units. The best terrain modification is one that maneuvers the enemy where they are most vulnerable to attack most of the time. Again, these modifications are left to the PCs and the GMs final approval.

Fortress Detail



Collapsed Wall and Refuse Pile
Misc. metal pieces
Misc. lumber
Many large stones averaging 3' x 4' x 6'
Enough material remains to reconstruct the missing wall of the fortress measuring 10' high x 3' thick.
A small catapult could also be constructed (-30 skill roll)

BROKEN HORN TOWER

The tower is otherworld architecture. It is sentient, and able to continually rearrange its interior structure. The tower completely obeys Dhulalee, and in most things, Nelithicay. It will allow invaders to enter easily, but it will then begin to attempt to separate and trap each target individually until they can be dealt with.

The tower can create and remove any doorway in the blink of an eye. These doorways may open on any level, even to the exterior of the tower. The interior of the tower seems upon casual inspection to be made of wood and stone, but it is actually the same material, only the color and texture of it has been altered.

If a target ventures further than ten feet away from the main group at any time (if he is alone it is automatic), walls will quickly grow from the floor and the ceiling and meet in the middle to form a doorless, windowless room around the target that measure ten feet by ten feet.

A cubic foot of wall can sustain 100 concussion hits before the tower is forced to temporarily create a doorway (lasting eight rounds) measuring seven feet tall by four feet wide and one foot deep. After this time, the tower may reform the wall.

The Tower cannot form a room any smaller than ten by ten. The tower cannot directly attack a target; it only serves as a living trap. When a room is formed and sealed, there is a pale light that emanates from the walls. When a wall is attacked, the light coming from the affected section briefly turns red. This light can only be seen if there is no other light source in the room. The air in a trap room is constantly refreshed so that the prey does not suffocate.

The initial layout of the various tower levels is detailed on the map. The GM should keep a pencil handy to draw in new walls as the party's actions permit. The tower will not block the invader's way nor route them in any particular direction unless specifically ordered by either Nelithicay or Dhulalee. The stairwell is the only area that the tower will not attempt to trap targets.

KEY TO TOWER MAP

EXTERIOR

The exterior of Broken Horn Tower has the texture of bone. The entire structure stands about 120' tall. There are occasional windows breaking the surface at each level except for the ground floor. The tower can be entered through two large oaken doors at

its base. These doors are banded with iron and appear to be very sturdy and thick (made of the same stuff as the tower itself). The tower can be scaled, though it should be considered an Extremely Hard (-30) climbing maneuver even for an accomplished climber. The very tip of the tower appears to be broken off (hence the name Broken Horn) revealing a hollow interior. The tower is set upon level ground, surrounded only by light scrub and small rock. There are no apparent perimeter defenses.

ENTRY HALL

This grandly sculpted entry is magnificent to behold, yet the relief that adorns every wall, ceiling, and floor depict a strange culture that is not of this world. The entire hall is littered with broken furniture and rotted linens completely covered in a thick layer of dust except for a well travelled trail that leads from the entrance to a large 20 foot wide column in

the center of the hall. On the opposite side of the column is an eight foot wide by ten foot tall archway that reveals the column to be hollow. Inside the column is a spiral stair that begins at this level and extends up the shaft into darkness.

ENCOUNTER

The hall contains a group of eight Hewbratyn at all times. These Hewbratyn can easily be surprised if the party is able to enter quietly and swiftly. The guards mill about the room, occasionally sparring, and beating upon one another. However, if they encounter someone else to beat upon they will gladly do so. These Hewbratyn are rather mean and will torture all captives until they die.

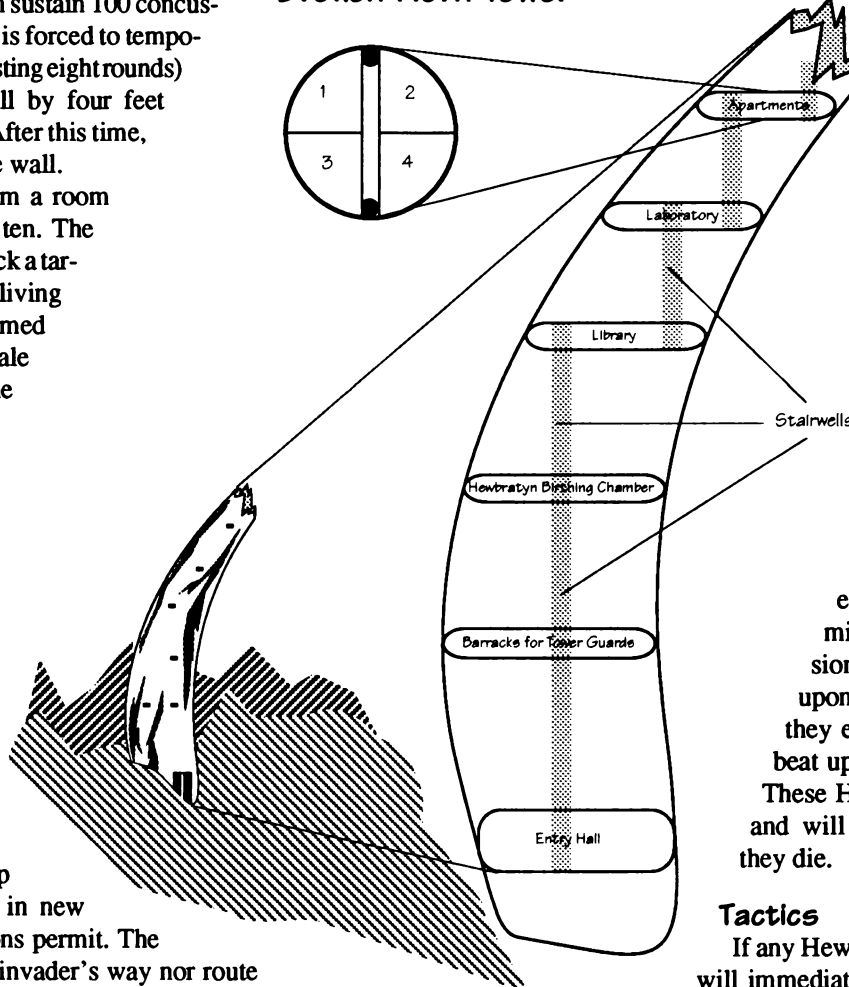
Tactics

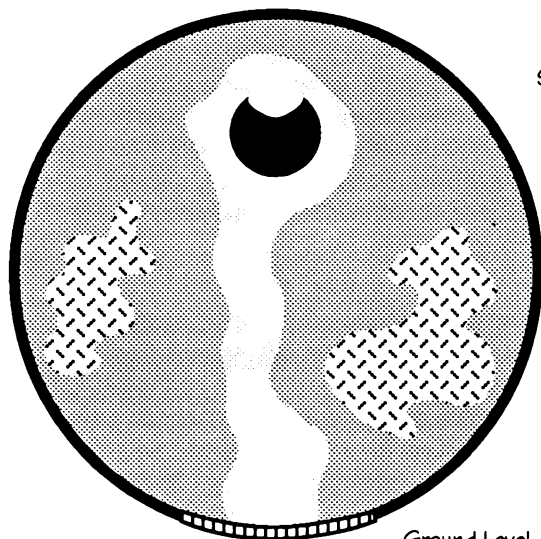
If any Hewbratyn detects intruders he will immediately alert the others with a simple practiced yell. The guards all carry short swords and small shields. If the guard is reduced to four or less, then one will attempt to flee upstairs to gather help. The guards have been instructed to kill any obvious spellcasters before engaging any other opponents. These guards, like all Hewbratyn, will formchange to garner any possible advantage.

Loot

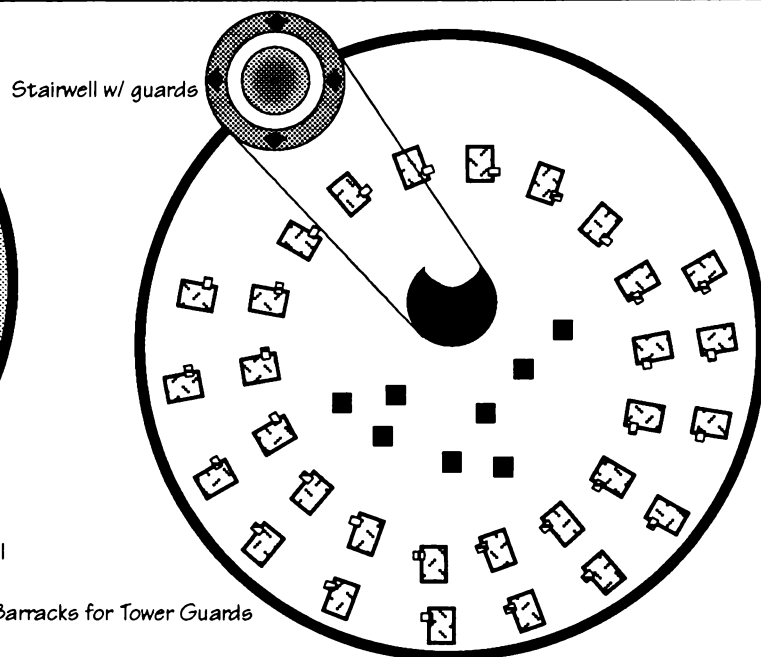
The hall contains eight Hewbratyn each with a shortsword and small shields of average quality. The guards carry no loot.

Broken Horn Tower

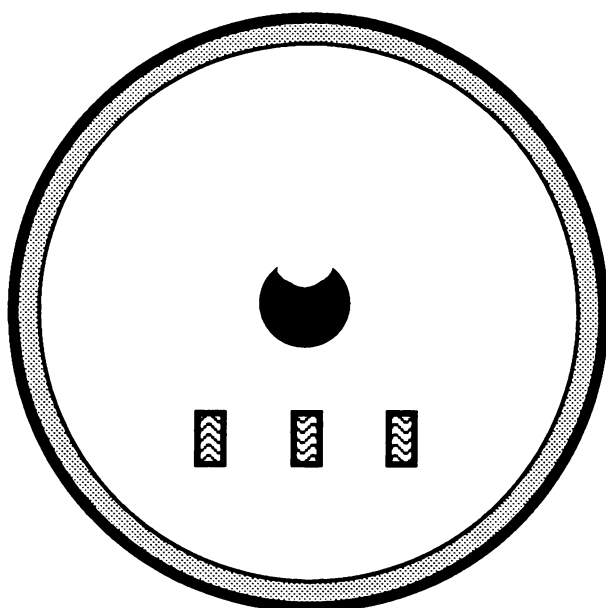




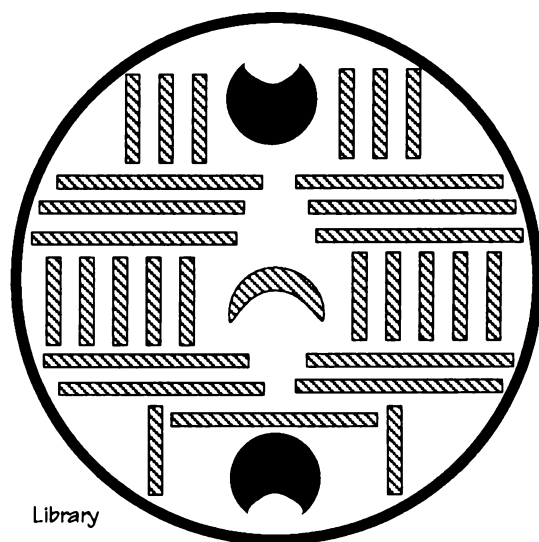
Ground Level



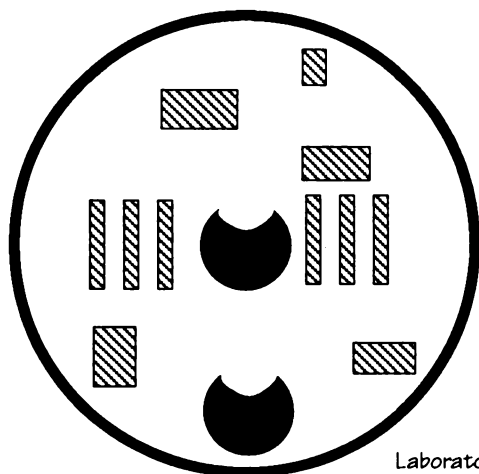
Barracks for Tower Guards



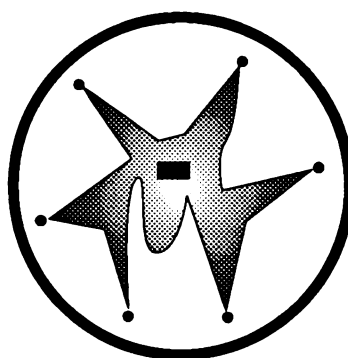
Hewbratyn Birthing Chamber



Library



Laboratory



Summoning Chamber



BARRACKS FOR TOWER GUARDS

This expansive chamber is filled with the smell of unemptied chamber pots and unwashed beasts. There are thirty bunks covered with rags and hay and numerous wooden lockers. Heavy canvas and leather clothing litters every part of the chamber. Like the chamber below, a large column runs through its center with an archway revealing the spiral stair.

Encounter

This room is occupied by twenty-two Hewbratyn. Only half of the guards on this level are ready for battle at any given moment. The remainder can dress and have a weapon ready to use in six rounds. The stairwell is guarded by four Hebratyns who sit in chairs along a walk that lines the inside of the column at this level. Any intruders who arrive here must deal with these four guards and any others they may summon. The stair guard are equipped as the entry hall guards.

Tactics

The stair guard will begin stabbing at the intruders upon the stair. This is a very dangerous situation for the intruder since he is at -40 to any combat maneuver because of his restricted area on the stair. The only place to leave the stair is on the level that the guards occupy. The Guards will fight tenaciously to keep the intruders from reaching their level because they know the advantage their lofty position gives them.

Loot

The guards have no money. There are forty-five short swords, twenty daggers, thirty-six small shields, and twenty full sets of AT 8 armor.

HEWBRATYN BIRTHING CHAMBER

This room is filled with a thick, sickly-sweet pink mist that clings to the ceiling and along the cracks of the walls. There are three large glass aquariums filled with what appears to be various organs, bones, and muscle. There is also shelving running along the entire wall with every imaginable sized beaker, crucible, test tube, jar, etc. This chamber is used by Nelithicay to create the Hewbratyn. Each of the aquariums is filled with a thriving, developing Hewbratyn.

Encounter

There is a 5% cumulative chance every minute the PCs remain in this room that Nelithicay will enter using the tower's ability to create doors (it's much faster than using the stairs). If this encounter occurs, see *Meeting Nelithicay* below. Otherwise, there is just the disgusting bubbling noises that erupt occasionally from the aquariums.

Loot

For any PC who is knowledgeable about the alchemical requirements of necromancy, the stores in this room are worth a great deal. To any one else, it is just another smelly laboratory with gross things growing in weird bottles.

Library

The stairwell ends at this level. This room is stuffed full of books, scrolls, manuscripts, ink wells, quills, parchments, leather

book protectors and colored wax and resins. It smells of an old library. The shelves are so full of works that they bow in the middle, and in most locations the books are literally stacked to the ceiling. At the chamber's center is a large half-moon shaped desk just as dangerously stacked with items as the surrounding shelves. A single red wax candle currently burns in a giant candelabra designed to hold at least twenty more. Another column is located in the southern corner of the library that encases a stair continuing upward.

Encounter

There is a 5% cumulative chance for every minute the PCs remain in this room that Nelithicay will enter using the tower's ability to create doors (it's much faster than using the stairs). If this encounter occurs, see *Meeting Nelithicay* below.

Loot

This library contains every list that Nelithicay, Lifethorn, and Dhulalee currently know. Each list is complete to 50th level. Any spell research attempted here is done so with a bonus modification of +50. The red wax candle adds +30 to meditation rolls while burning (seven hours remaining). There are five others in the desk. Also scattered throughout the library are (1 - 5 hours required searching time for each item): The manual that describes the workings of the tower and how to control it, a depleted wand of *Nether Bolts*, and a bracelet that allows the wearer to fly 100' a round three times per day.

LABORATORY

The stairs end at this level. This laboratory is similar to the Hewbratyn birthing chamber, except that it is much smaller. It is very clean and well stocked. There do not appear to be any currently ongoing experiments. A large tome containing information on rare incurable diseases of the skin and tissues lies open on one of the workbenches. It is covered in a thin layer of dust. Small spectacles lie at its side. In the southern part of the laboratory is another column that contains stairs leading upward.

Encounter

There is a 5% cumulative chance for every minute the PCs remain in this room that Nelithicay will enter using the tower's ability to create doors (it's much faster than using the stairs). If this encounter occurs, see *Meeting Nelithicay* below.

Loot

For any PC who is knowledgeable about virology, the stores in this room are worth a great deal. Any general experiments performed in this laboratory dealing with disease are done so with a modification of +50.

APARTMENTS

Room 1

Dhulalee's Bedchamber. This room is well appointed and comfortable. Against the wall, opposite the stairwell entrance, is a large bed with a very pale figure weakly beckoning you toward him.

Encounter

Dhulalee is almost dead and quite delirious. He will mistake one of the PCs as Lifethorn and after a few moments of incoherent reminiscing, he will tell the PC of the 367th stair (see The Boon).

Loot

If the PCs search the room they will find expensive clothes, jewelry, art, furniture, etc. The GM should place a value on these items appropriate to his world. Dhulalee is beyond the help of any healing or restorative magic—his soul belongs to the eternal darkness of the Master.

Room 2

Nelithicay's Bedchamber. This room is also well appointed. Although sparsely furnished, it is decorated with a masterful eye toward space and color.

Loot

Like Dhulalee's room, everything in this room is extremely valuable in one respect or another. The GM should feel free to put modest through potent items throughout this room as he sees fit. There is nothing trapped or otherwise dangerous in this room. However, the GM should have the players make the appropriate rolls as if he is looking for something ill to befall them (keep them nervous).

Room 4

This room is completely dark except for its center where a large (3' diameter) sphere is depicting vivid scenes of the ensuing battle (the GM may have to change this). Standing over it with a detached demeanor is Nelithicay (if the party has not already encountered him).

Encounter

See *Meeting Nelithicay* (below).

Loot

There is nothing else in the room except for the *Lesser Crystal of Vision*. The crystal allows the free use of the Seer Base List Conveyance (*RMCV*) to the caster's level. The crystal has an unlimited scrying range and is attuned to a single world. The user must have a minimum of 10 ranks developed in the skill Scrying (Section 5.1, *RMCV*) and the crystal's ability to scry on a target are limited by the wielder's scrying skill. Scrying attempts made with the crystal gain a +30 bonus and targets are at -50 to the target's perception attempts to discover that he is being scryed upon.

MEETING NELITHICAY

Nelithicay will immediately prepare for a vicious confrontation. His first maneuver will be to use his cloak to release the *Death Mist*. He will then command the tower to seal the room and protect the crystal (walls will form around it). Nelithicay, unlike Lifethorn, will not negotiate, chat, or parlay with the PCs. He will set himself upon them and attempt to kill them all.

NELITHICAY'S OPENING TACTICS

Step one: Imprison all fighters (keep in mind, Nelithicay can command the tower to perform one action per round, such as opening up holes in the floor to drop them to lower levels, thus temporarily removing them from the fight). Step two: Neutralize spellcasters (especially essence spellcasters, since essence is the realm he has the most problems resisting). Nelithicay will immediately close to attack spellcasters with his rapier (they tend to be weaklings, and are often more susceptible to Bloodchill's Life Energy drains than robust, healthy fighters). Also, closing to melee range makes attacking him with various grotesque *Ball* and other destructive area-effect attacks hard on the rest of the party.

Nelithicay will not take the fight outside the tower willingly. He will stay inside where the close quarters will hamper the attacking party more than himself, and where he can use the tower to his best advantage.

THE BOON

Dhulalee, in his delirium, reveals that if the 367th stair (the last and top stair of the tower) is stained with fresh blood, the summoning room will be revealed. What he does not say is that only individuals who stain the stone with their own blood will gain access to the room. So, if the PCs use any blood other than their own, they will not be able to enter the summoning chamber.

The chamber is a cylindrical room that is suspended within the stone fragments of the tower's top. Its entrance is level with the 367th stair. To enter the room, the PC need only step into it (he will disappear from the view of the other PCs who have not stained the stair). In the center of the chamber is a deep red stone plinth about three foot on a side. Upon it rests the Ebony Staff. The plinth rests within the center of a seven pointed geometrical design carved upon the floor. At each point of the diagram, are various figures holding small staves and wands closely to their chests.

The figures are the hostage summoners and are in a suspended state awaiting the time when they will be released to perform the summoning of the Master, who will in turn restore the Ebony Staff's powers. The summoners have been programmed to perform the ritual.

Releasing one summoner (any type of *Dispel*) releases them all. They will then each take several steps into the center of the diagram and begin reading passages from their books while holding the wands high above their heads. The summoning will only take six rounds to complete (Dhulalee had perfected it somewhat). After the final verses have been chanted, the summoners will become prisoners of the Master.

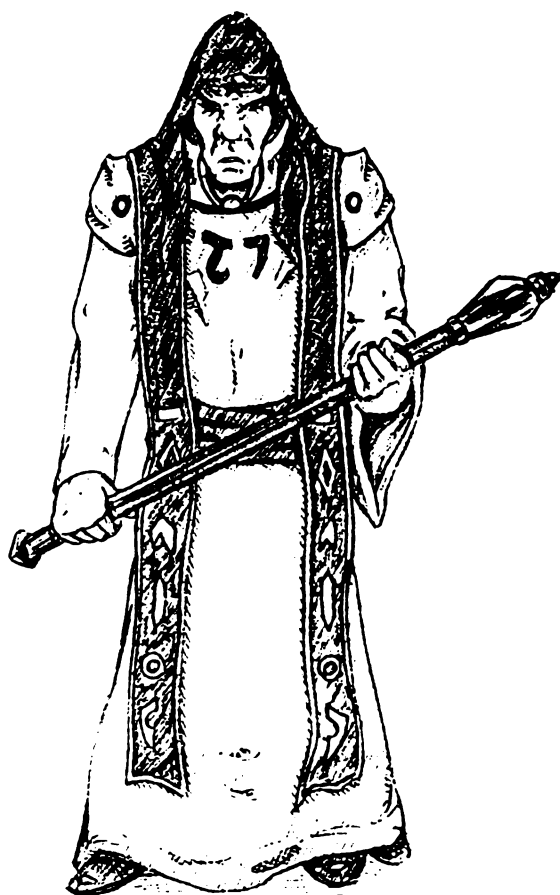
THE MASTER

The Master is a Demon from Beyond the Pale. He is only known on this plane as The Master; to speak his true name would surely bring disaster. The Master's goal on this world are simple – complete and utter conquest. His harbingers are sent forth to reconnoiter the selected sphere and to report their findings back to The Master. Once the information is gathered a plan of conquest is made and initiated.

The Master has had a difficult time creating a harbinger for this world. This intrigues him. He now awaits the completion of the ritual so that he can create yet another harbinger for this world. As a continuing plotline, the GM may wish The Master to be a long-term villain. Many other harbingers may be currently afoot in the world gathering sensitive information for The Master. The PCs should discover this information from the tower library and the ritual scrolls of the seven summoners. Once this is known, the PCs can begin to travel the world in an attempt to find and stop all of The Master's harbingers. Each episode should be as complicated as Last Dawn, to reflect The Master's careful planning and the subtlety of his thinking.

THE EBONY STAFF

The Ebony Staff is wrought from the bone of an otherworld relative to the dragons that inhabit the PCs' plane. The staff has various powers designed to allow the wielder to penetrate various organizations ranging from governments to cults of magic. Once within these organizations, the wielder will begin gathering information about them to later transmit back to The Master.



Requirements

The wielder of the staff must have a constitution of 90 or better. If not, he will begin to lose one point of temporary constitution per day while he retains possession of the staff (keeps it on his person). The staff bearer need not be a spellcaster, but it does help in that a spellcaster can use his own power to invoke the abilities of the staff instead of using the staff's limited reserves. The staff is not realm-specific.

Abilities/Powers

The staff has three primary abilities that require the use of its own power reserves. Each time a primary ability is used it expends 10 points. The staff is originally imbued with 1000 points of power. If a spell is used from the staff and is not powered by the wielder, then the power cost is equal to the spell's level.

The primary powers are:

Banishment. Target must resist a 20th level Channeling attack or be sent to the Pale to the immediate presence of the Master.

Gate. Wielder may summon one Type V demon from the Pale to aid him in battle. The demon arrives fully prepared to do battle. The demon must return to the Pale with a victim, otherwise he will be destroyed by The Master. If there is no victim to return with, the demon takes the wielder of the staff.

Dispel True. The staff may dispel any magical effect within 10' of the staff bearer. The effect can resist the dispel at -30. If an item is touched by the staff (including artifacts), they may resist normally or lose their powers (artifacts may have additional bonuses - GM's discretion).

The following lists are available to the wielder at five levels greater than his own. All spell lists are from *Spell Law*.

Communal Ways

(The Master – this list requires no power points)

Creations	Mystical Change
Dark Contacts	Nature's Guises
Dark Lore	Nature's Law
Delving	Nature's Movement
Detecting Ways	Path Mastery
Detection Mastery	Physical Enhancement
Detections	Rune Mastery
Essence's Perceptions	Sense Control
Guises	Sense Mastery
Hiding	Shifting
Invisible Ways	Symbolic Ways
Lofty Bridge	True Perception
Lore	Unbarring Ways
Mind Control	Weather Ways

MASTER UNIT CHART

Unit Name	Unit Type	Melee OB	Missile OB	DB	SB	Armor Type	Lvl	Points	MR	Size	Hits/Unit
Constables	Lt.St.	40oh	55lb	5	10	9	5	6	3	8	520
(Endwar) this unit remains in Endwar and may engage the various threats of Last Dawn. Austin will lead this group until Devron arrives.											
The Crusaders	Lt.Cv.	60oh	40cb	5	5	9	3	14	3	2x10	450
(Endwar) These two units will join the PCs wherever they go in the valley. The PCs should feel free to divide The Crusaders among themselves to form smaller units or combine them to form a larger force.											
Ravens	Lt.Pa.	20pa	30lb	5	-	6	1	6	1	10x50	1000
(Nelithicay) These units are the fodder that pave the way for Nelithicay's army.											
Vultures	Hvy.St.	40th	-	10	-	5	3	4	2	5x20	900
(Nelithicay) Anyone lucky enough to get by the Ravens can test their mettle against the Vultures.											
Tigers	Special*	2x40MCI/60MBiv	-	40	-	3	5	12	5	5x20	1300
(Nelithicay) *These units, as their name suggests, are formchanged into tigers. Yes – they do function in all respects as a unit!											
Crows	Hvy.St.	50th	65hlb	40	20	16	6	4	5	8x10	700
(Nelithicay) These units remain at the tower. These are perhaps the nastiest of the Hewbratyn army. Each unit is free to formchange as necessary in order to defeat the foe! 5 units will defend the tower outside and 3 will defend from within offering missile support to the troops outside for as long as possible.											
Crimson Guard	Hvy.St.	50oh	45cb	15	5	8	3	10	7	10x45	2025
(Capital City) The Crimson Guard is a first alert troop that the King sends out to first meet invaders. They are very proud and confident.											
Purificators	Lt.St.	75oc	-	10	5	12	10	6	7	10	1300
(Church) The Purificators are worse than the directors of the inquisition. The Tomb Patrol will find it hard to deal with these righteous dudes!											
Tomb Patrol	Lt.St.	2x50Cl	35Bone	10	-	1	5	3	-	10x10	200
(Lifethorn) The Tomb patrol is composed of zombies and skeletons. They'll keep coming until the Underdark laboratories are shut down. The GM should remember their special abilities as well and apply them ruthlessly!											
Guerilla Guard	Hvy.St.	90th	-	20	-	9	10	4	-	3x10	1300
(Lifethorn) These are the nasty undead Lifethorn has spent a great deal of time on. The Guerilla Guard is composed of very physical undead. Each unit is comprised of nine Sovereign Skeletons, and as their leader, a Minor Vampire! Again, the GM should review C&T I and utilize the full scope of their special abilities and spells.											
Lich Company	Lt.St.	80oh	-	60	-	10	7	4	-	5	650
(Lifethorn) This unit serves as Lifethorn's stealth machine. He will send (teleport) them behind enemy lines to scout and cause general mayhem. See <i>Grey Worlds</i> #VI for more detail concerning the Lich Company as well as other of Lifethorn's forces.											

MASTER LEADER CHART

Leader Name	Morale Bonus	Melee Bonus	Special Notes
Austin	58	30	Austin will lead The Constables in defense of the town of Endwar until Devron arrives and relieves him.
Buzzards	14	5	Leaders of Nelithicay's army. There is one leader for each unit on the field of battle.
Devron	90	50	Will combine the Constables with a unit of the Crimson Guard and clean house.
Kartul	62	32	The Purificators will be under the leadership of Kartul
Lifethorn	82*	40	*Not applicable in cases of units of undead. Lifethorn will jump around a great deal if Last Dawn is invaded. He will send his remaining Vampiric Spectres against any obvious leaders as well as the big guns if they are within sight (Devron, Austin, PCs, etc.).
Nelithicay	98	40	Nelithicay will join various units from time to time just as Lifethorn will.
PCs	?	?	The GM should figure the Leader bonuses for each of the PCs.

HEWBRATYN

The Hewbratyn are the result of a recipe borrowed from one of Dhulalee's visiting demon dignitaries (a harbinger of the Master). While enjoying a bit of dinner with the demon and Dhulalee, Nelithicay remarked that the only thing that he really worried about in the upcoming confrontation with Lifethorn was his incredible knack for creating completely untraditional undead. The demon, quite generously, offered Nelithicay a recipe for the Hewbratyn in return for a share of the poor souls that would surely fall into Nelithicay's hands once Lifethorn was out of the way. A bargain was struck and the Hewbratyn were created for the first time in this world.

The Hewbratyn is a remarkably adaptive creature. They are primarily instinctive but in combat situations exhibit intelligence and cunning. They are excellent form-shifters. The form shifted to cannot have a mass greater than the Hewbratyn in its normal form but it can be less. An odd feature about them is their ability to completely ignore the constitution draining and the resulting transmutation effects of all undead. Secondly, and quite bizarre, is their affinity for the "flesh" of the undead. Hewbratyn consider undead a culinary delight. Hewbratyn can detect undead within 100' without concentration. Other than this affinity for undead, the Hewbratyn require no sustenance at all except for an occasional drink of water.

The natural form of a Hewbratyn is humanoid with slightly disproportional facial features and limbs. The average height of a Hewbratyn is about 5' 4", but midgets as well as giants have been recorded. Skin and hair tones run the color spectrum, but the overall coloring of older Hewbratyn tends toward deep blues and vibrant greens. The Hewbratyn have no natural melee attacks such as claws or bites. The Hewbratyn can shift into natural animals such as bears or cats and gain their innate attack forms. They can take on the form of enchanted creatures but gain none of their special abilities. Hewbratyn can remain form-shifted for as long as desired and do not revert back to their natural form upon death. Hewbratyn require three rounds to completely change form and can take no action until the change is complete.

PRESSING MATTERS

At the beginning of this scenario, Nelithicay has his army fully prepared and marching against Endwar. During their march, he will attempt to remove Lifethorn from the PC's clutches through various covert operations.

It will take the Hewbratyn 15 days to reach Endwar if they are not hindered in any way. It will take Capital City reinforcements 16 days to arrive at Endwar. Every three hours the PCs can disrupt the march of the Hewbratyn, through traps, guerilla tactics, weather, etc., will delay Nelithicay's army by eight hours. To keep the PCs aware of the clock, constantly have farmers and travellers bring in reports of the marching Hewbratyn and how quickly they appear to be moving. Austin can tell the PCs that each report is so many miles from the last sighting and if they continue at a particular rate, they will arrive in Endwar in 15 days, etc. It is very important that the PCs do not think that they have much time.

IF THEY SHOULD MEET

If Lifethorn and Nelithicay should meet face to face...the PCs, if close by, are in real trouble. Even though the two hate each other, they will team up to crush the party. If no one is around, they will exchange bitter words and begin their titanic struggle until one defeats the other. If they meet outside the tower, then they will both make a run for it. The tower obeys them both and so will have a strategic value. If the PCs arrive and interfere, treat the situation as above.

Lem Richards and Ross Henton



Nightwatch

*I stand alone, the watch I keep,
o'er comrades deep in trusting sleep.
The night beyond the fire's glow,
whispers soft of coming snow.
I tug my cloak, step nearer still,
to embers red to daunt the chill.
When softly falls a speck of lace,
an angel's kiss upon my face.
The moon above, near sheathed in cloud,
spares ghostly light beneath its shroud.
Revealing pale against the view,
a thousand drifting stars white-blue.
Each one so frail and small, it seems,
they'll simply fade like youthful dreams.
Yet here and there their numbers gain,
and linen white on grass is lain.
I crack a smile and shed a tear,
through winter haze the dawn grows near.
Violet, crimson, the sky grows bold,
until cast back night yields to gold.*

*Riches I have held in plenty.
Marvels gleaming have I seen.
Yet I am now so firm reminded,
in truth what beauty really means.*

*About me sleepy eyes bat open,
"Behold, it snowed!" their startled cries.
And though with weary eyes I'll journey,
within my heart a blessing lies.*

*Drammon Vandercath
5th day, Season of the Wolf, 5021 a.c.
On the road to Bridgestone Hollow.*

— — Richard A. Grove

